

POP-OUT PUZZLE CONTEST
SEE PAGE 16

DEPOSIT COIN
MAKE SELECTIONS
WHILE "SELECT"
LIGHT IS ON

ONE PLAY
Dime or Two Nickels
THREE PLAYS
Quarter

AMERICAN _____ A1	CUT THE _____ A6
DON McLEAN / THE BEATLES	AVERAGE WHITE BAND / LES BROWN
YELLOW _____ B1	YOU'RE THE _____ IN MY _____ B6
IDA, SWEET AS _____ A2	BROWN _____ A7
EDDIE CANTOR / LAWRENCE WELK	ROLLING STONES / CHUCK BERRY
BARREL POLKA _____ B2	OVER BEETHOVEN B7
RED RED _____ A3	A TASTE OF _____ A8
UB40 / K.C. & THE SUNSHINE BAND	HERB ALPERT / TINA TURNER
YOUR BOOTY _____ B3	WE DON'T NEED ANOTHER B8
GREEN _____ A4	ANIMAL CRACKERS IN MY _____ A9
BOOKER T. & THE M.G.s / TRADITIONAL	SHIRLEY TEMPLE / DEE DEE SHARP
JIMMY CRACK _____ B4	_____ TIME B9
FOR TWO _____ A5	(ON THE BAYOU) _____ A10
TOMMY DORSEY / JOHN LENNON	HANK WILLIAMS / RUFUS THOMAS
COLD _____ B5	DO THE FUNKY B10

AM Music for your pleasure

200 SELECTIONS

MENU MELODIES

WHAT'S COOKING AT THE JUKEBOX DINER? EACH OF THESE SONGS HAS HAD THE NAME OF A FOOD, DRINK, OR CONDIMENT REMOVED FROM ITS TITLE. HOW MUCH OF THE "MENU" CAN YOU COMPLETE?

ANSWERS, PAGE 39



Q. CAN YOU FIND THE HIDDEN PLEASURE
IN REFRESHING SEAGRAM'S GIN?

A. If you think this
is just a bubble,
look again.



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THE NATIONAL HISTORICAL SOCIETY

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BISHOP



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KING



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Major General
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KNIGHT

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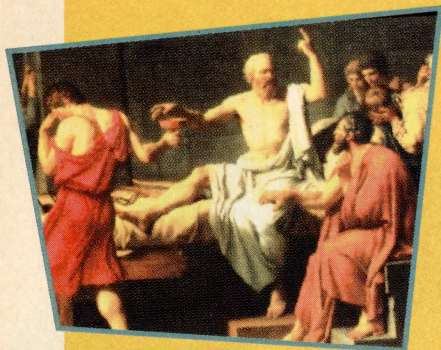
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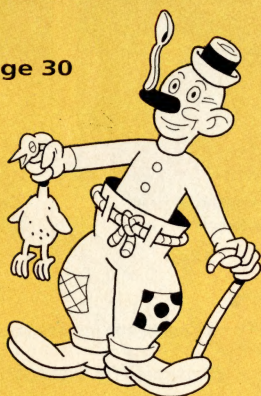


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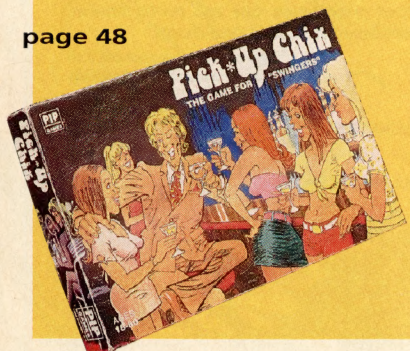


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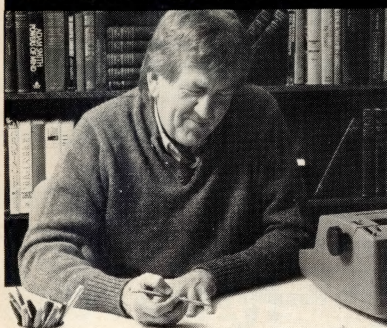
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DIFFICULTY RATING

★ Smooth Sailing ★★ Uphill Climb ★★★ Proceed at Your Own Risk ★☆ Mixed Bag

Announcing... a better way to learn how to Write for Publication!

The cornerstone of the program is its one-on-one method of teaching: each student has a personal writing coach and they work together as a team.



A "New" Way to Learn

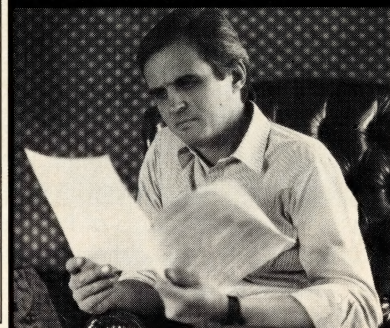
An important feature of any writing program designed for today's adult is flexibility—not one tied to a classroom, but a program that fits *his* schedule.

The student must also be free to work at his own pace. Yet his personal writing coach must always "be there" for him—constructive and supportive.

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Your coach works with you one-on-one

To be a good writer, you need a winning coach. If you qualify for *Breaking into Print*, your coach will be a pro—a widely published author of short stories, books and articles or an experienced editor. His one-on-one coaching will help you develop your strengths, overcome your weaknesses, and guide you through the tough spots.

You progress at your own pace, on your schedule. Your personal writing coach fits his

schedule to yours: he's always there, ready to work when you are.

These master writers and editors know how to teach and how to coach aspiring writers to bring their writing up to publication standards. They also know that getting published demands accurate knowledge of specific markets—as well as solid writing tailored to editorial requirements.

We help you to find your own writing niche

For these reasons, *Breaking into Print* not only teaches you how to write articles and short stories—it also guides you to your strongest form of writing, the writing niche that's best for you.

But it doesn't end there. Your coach will stick with you after you find your niche and show you how to market your finished work to that segment of the market. You're a team: he's a winning coach training you to become a winning writer.

This one-on-one teaming of a beginner with a skillful mentor offers you a quality and intensity of training in writing and in *marketing* your writing that we have not found in any school, college or university anywhere!

You must qualify for the team

But first you must qualify for the team. You must demonstrate the necessary potential and the capacity to accept constructive criticism from your coach, learn from it, and turn it into a winning performance. If you have the aptitude and the maturity to qualify, and if you decide to enroll, you'll get our commitment in writing:

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2. Find the writing niche that's right for you; and
3. Market your writing effectively.

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The building blocks of success

America's appetite for writing is enormous. There are over 60,000 publishers who produce two billion books, and hundreds of millions of newspapers, magazines, trade papers, specialty publications and newsletters every year. They all need writers to keep them going—staff writers or freelancers, or both. And these writers use the same building blocks you'll master in *Breaking into Print*.

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Approved, Connecticut Commissioner of Education

EDITOR'S MESSAGE

UNDER THE BIG TOP

Editing GAMES magazine is like putting on a new circus every two months. Each issue is an all-new performance, and there are lots of different entertainments and stunts inside the tent.

The biggest difference between a circus and GAMES, perhaps, is that with GAMES, you aren't physically here to applaud, laugh, boo, look befuddled, or otherwise tell us what you think of the show.

Fortunately, there's mail. This is our second issue under new ownership, and we've already been flooded with letters about our first. Many of these echoed the sentiments of Patricia Jaros, of Rochester, PA, who wrote: "Welcome Back [8 exclamation points] I missed you [11 exclamation points]"

The punctuation alone seemed to tell the story, but the letter went on: "I never could believe you were gone. After all, we've been together for almost one-third of my life!

"It all started back in 1980 or '81 when I picked you up at the newsstand—it was love at first pencil stroke. Since then I have never missed a copy. You have been with me through three address changes, job interviews (calming me while I waited to be called in), my wedding (I worked on GAMES from the time I got up until it was time to go to church), the birth of my children (the first thing packed for the hospital was GAMES), and countless 2 A.M. feedings. I was heartbroken when you stopped coming. Now it's great to open up the magazine again and find my favorite puzzles along with everything else. You're definitely one of a kind!"

Despite (or because of) the warm reception, there's one serious matter I don't want to sweep under the rug. A number of you have asked whether your former subscriptions will be carried forward by the new company. The answer, unfortunately, is no, they can't be. The company that formerly owned GAMES is bankrupt. Our new owners are starting from scratch. Although they've run a highly successful puzzle and game business for seven years, they are not financially able to restart GAMES burdened by the former owner's debts. Their only options were to restart GAMES as a new enterprise or not to restart it at all. I hope you think they made the right choice.

On a less serious note, several of you have inquired whether "Calculatruvia," our infamous series of trivia equation contests, will be revived. Masochists should be happy to hear the answer is "yes." So gird yourself.

Of all the mail received so far, one of our favorite pieces is a contest entry from Tim Ryan, of Glastonbury, CT, whose envelope was in the form of an origami frog (see above). On the back it said: "Unfold me. Answers within."

This just serves to illustrate that at GAMES, even the readers are performers in the circus.

Now, on with the show! And keep those cards and letters coming.

Will Shortz

Will Shortz
Editor

GAMES

Editor Will Shortz

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STUMPING THE SPOOKS

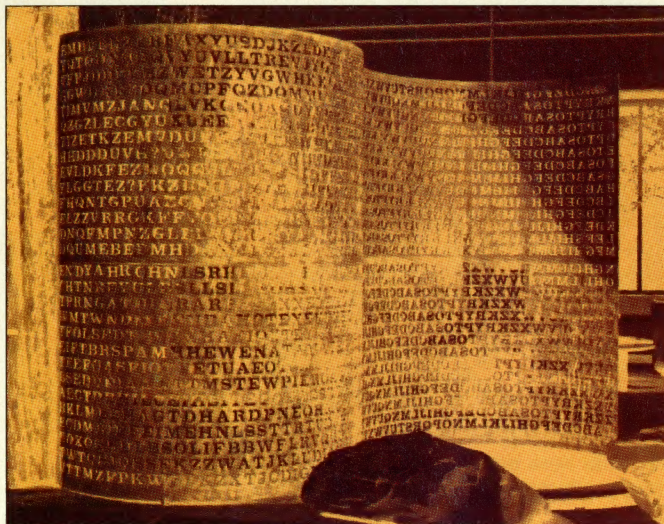
The CIA's headquarters in Washington, D.C., is home of some pretty clever cryptographers. But as of late, America's smartest spooks have been stumped by a strange 2,000-letter message that appeared outside their employee cafeteria—a message inscribed on the copper plates of a newly installed sculpture called "Kryptos."

Forty-five-year-old sculptor Jim Sanborn wrote the message with the help of a retired CIA cryptographer, but he won't divulge who his helper was or what the message says. Only two people, Sanborn and just-retired CIA Director William H. Webster, know the entire text. The government's intelligence workers, though, have taken up the gauntlet.

"Everyone wants to figure out what it says," Sanborn comments. "Every day I see groups of guys in dark suits trying to find some kind of clue. Some of them kneel and write down all

the letters, and some of them take photographs."

Sanborn isn't sure that his code will ever be broken. "Part of it's easy," he hints, "but other parts are very diffi-

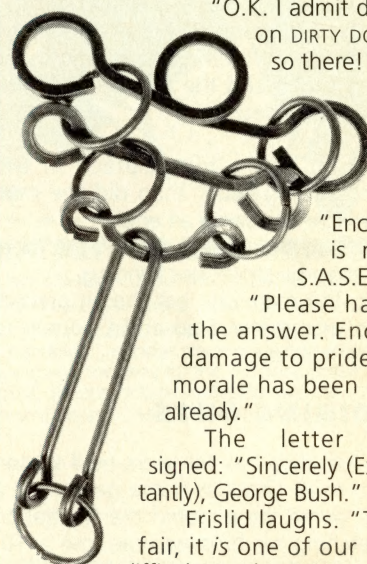


cult." And even if someone does crack the nut, some puzzlement will remain. "It'll make sense," Sanborn says, "but it leads to other things. Some of it refers to other things that I've done, but what I wrote were clues to a larger mystery."

"There are things in there that they will never discover the true meaning of. People will always say, 'What did he mean by that?'" ■

NEW WORLD ORDERED

Tucker-Jones House of East Setauket, New York, specializes in so-called "Tavern Puzzles"—those nasty little metal contraptions that present even the most tenacious solvers with hours, days, even weeks of frustration. Tucker-Jones president Don Frislid says he receives hundreds of letters a year begging for solutions, but even he was surprised by this desperate missive, regarding his "Dirty Dog" puzzle, from Camp David:



"O.K. I admit defeat ON DIRTY DOG — so there!"

"Enclosed is my S.A.S.E."

"Please hasten the answer. Enough damage to pride and morale has been done already."

The letter was signed: "Sincerely (Expectantly), George Bush."

Frislid laughs. "To be fair, it is one of our more difficult puzzles." ■

TWISTING THE NIGHT AWAY

1991 marks the 25th anniversary of one of the kinkiest games ever invented. Twister—surely one of the strangest excuses for human physical interaction yet devised—debuted on *The Tonight Show* on March 10, 1966, as Johnny Carson played it with bandleader Skitch Henderson. A week later, Ted Cassidy (Lurch on *The Addams Family*) and model June Wilkerson tied themselves into a human pretzel on *The Mike Douglas Show*.

After a trip to Fort Lauderdale, where 200 partying college students played Twister on the beach, it was back to *The Tonight Show*. This time Johnny found a more comely opponent—Eva Gabor—and thousands of Americans rushed to buy their own copies of Twister. Teenage soirees and frathouse keggars have never been the same. ■



TAKE ME OUT TO THE BALL GAME

by virginia mccarthy

1. GETTING ON

★ When Wiley Blowbigh faced the lowly Gnats, he was primed for a no-hit-ter—if not a perfect game. However, in the fullness of time, his hopes were dashed by three mendacious Gnats: One reached base on a walk, another on a fielding error, and yet another on a cleverly placed hit. The perfection-wreckers were the sixth, seventh, and eighth men in the batting order—whose last names were Fanning, Chopper, and Buntsman.

Given the following notes on Blowbigh's encounter with the Gnats, can you find the full names of the three who reached base, their placements in the batting order, and the manner in which each reached base?

1. Eb had a lower place in the Gnats' batting order than did the man who reached base on an error.

2. Blowbigh struck out Wayne more times than he struck out Fanning.

3. The man who got the hit preceded his teammates Skid and Chopper in the Gnats' lineup.

2. DINING OUTS

★★ Fanatico has for years held season tickets to all Grackles home games. At a recent game, he endured the frustration of watching his beloved nine lose a 10-inning game in which they left the bases loaded in six of the first nine innings. Such was his emotional pitch during these nailbiters that when the last batter was retired in each of these innings, he bellowed for the nearest vendor and seized on whatever refreshment came to hand. By the end of the game he had consumed six different refreshments that he'd bought from six different vendors. The vendors, who all had their names (which were Bitta, Fizz, Shellene, Slake, Slather, and Sweetie) stitched on their pockets, were sellers of peanuts, Crackerjacks, hot dogs, Baby Ruth bars, giant beers, and huge Cokes.

From the following sad commentary on the Grackles' performance, can you put together an end-of-inning by end-of-inning replay of which refreshment Fanatico bought from whom?

1. This ignominious game featured neither three consecutive bases-loaded innings nor a final out by Rubout in the third inning.

2. The Grackles were retired in the fifth inning when the redoubtable Mac-Clout hit a weak blooper to the pitcher: By this point, Fanatico had already dealt with both Sweetie and the Crackerjacks vendor (whose pocket did not bear the name Bitta).

3. Fanatico bought the Baby Ruth bar after he'd had the giant beer and before he'd summoned Slather.

4. When Rubout, for the second time, ended an inning by hitting into a double play with the bases loaded, Fanatico screamed hysterically for his first liquid refreshment.

5. Only one Grackle reached base in the first inning.

6. Bitta's encounter with our hero preceded Shellene's, which in turn preceded Slake's.

7. Whiplash's inning-ending strikeout elicited an audible groan and a desperate call to the hot dog vendor.

3. ODDS-ON FAVORITES

★★★ Doug Outsmartz, a baseball manager of great renown, has led his Odds-Ons to many a victorious season. Outsmartz considers the numbering of his players a prime factor in keeping up the positive attitude that gives them that winning edge. He encourages a sense of uniqueness by assigning his men only odd numbers. On the opening day of the season, his starting lineup included his ace pitcher (who batted ninth) and a star-studded first eight batters. The first names of his starters were Rocky, Dusty, Sandy, Dizzy, Bucky, Moose, Rollie, Chico, and Looo; their last names were Pinchman, Pikoff, McNab, Goodglove, Slidini, Basenmacher, Hittenrun, Battinski, and Belterouter. All had numbers that were less than 50; no two of them, of course, had the same number.

Using the facts and figures given above and below, can you fill out the Odds-Ons' lineup card with the appropriate player numbers, full names, and positions played?

1. The Odds-Ons were assigned their player numbers strictly according

to the following guidelines:

a) Player numbers for all infielders (first baseman, second baseman, third baseman, and shortstop) must be divisible by five or by seven, but not by three.

b) Player numbers for all outfielders (left fielder, center fielder, and right fielder) must be divisible by three,

Lineup Card *Odds-Ons*

Number	Name	Position
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		

but not by five or seven.

c) Player numbers for the battery (catcher and pitcher) must be divisible by eleven.

2. Goodglove and Looo were the only two players whose numbers were smaller than the catcher's number: Both were placed somewhere after the catcher (who did not bat first) in the batting order.

3. Two of the three players with the highest numbers were Sandy and Battinski.

4. The shortstop's number, which was not a perfect square, was more than five times the first baseman's—whose number, in turn, was larger than Chico's.

5. Pinchman and McNab (who was not the catcher) preceded Bucky in the batting order.

6. Four consecutive batters on the lineup card were, in the order given: the right fielder, Dusty, Basenmacher, and Pikoff.

7. Rollie was placed ahead of the second baseman and behind Slidini in the batting order.

8. The players' numbers increased consistently as one progressed from the first to the fifth man in the batting order.

9. The center fielder, who was placed right behind Dizzy in the batting order, was flanked in the outfield by Belterouter and Moose. ■

ANSWERS, PAGE 41

WHAT'S A TEN-LETTER WORD FOR "CHALLENGE"?

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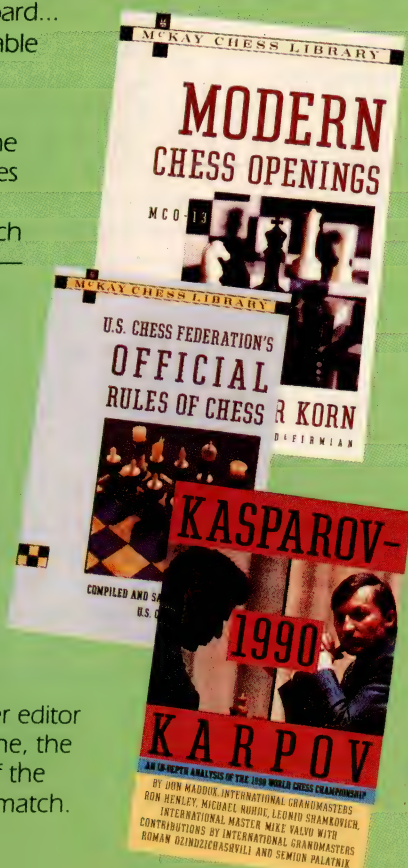
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b y n e i l s t e i n b e r g

On a red velvet bedspread in a hotel room in Luxembourg, Stanley Mark Rifkin, thief extraordinaire, spread 19 pounds of diamonds—43,200 carats worth \$8.1 million. They were part of the \$10.1 million he had stolen the week before from the Security Pacific National Bank in Los Angeles. It had been ridiculously easy: no guns, no threatening notes, no masks, no getaway car. In fact, while Rifkin was chortling over his loot in Luxembourg, bank officials weren't even aware that their money had been stolen.

Rifkin had robbed the bank by phone, and this is how he did it: A computer consultant, he flashed an expired security card to get into the bank's wire transfer room, where that day's secret transfer code was not-too-secretly posted on a wall. He jotted it down and went to a nearby pay phone, where he called the wire room, gave the code, and directed the bank's computer to deposit \$10.1 million in an account at a bank in Zurich. The next day, he flew to Switzerland and converted the money into diamonds. (The broker had only \$8.1 million in stones on hand. Rifkin bought them all.)

That was in 1978. At the time, it was the biggest computer heist ever. Or maybe it wasn't. No one knows. Felony by computer is the newest and least

understood chapter in the annals of crime. The earliest federal prosecution came only in 1966, when a young programmer in Minneapolis was arrested for instructing his bank's computer to ignore all overdrafts from his account.

Though most crimes—murders, robberies, car thefts, and others—are carefully tallied, no one knows how many crimes are committed in the vast electronic networks of computer and telecommunication lines crisscrossing the world. Even the estimates of what we don't know—that 99 in 100 computer crimes go undetected—are unreliable. We simply don't know what we don't know.

What we do know paints a fascinating portrait of crime, greed, and genius.

Computer crime started out humbly enough. In the late 1940s and early '50s, when the people capable of interacting with computers were no longer exclusively university scientists, crime reared its ugly head. Most sources place the first recorded computer crime in 1958, when a \$35-a-week clerk in Illinois altered a punch-card to raise his salary one week to \$55. We know about him because he was caught.

That \$20 pilfer was the opening gun in a race between programmers, trying to make their systems





more sophisticated and crime-proof, and criminals, searching for chinks through which they can grab electronically slumbering fortunes.

By the early '60s, large banks were taking advantage of the speed and data-handling capacity of computers. And crooks were taking advantage of the bankers' amazing innocence in matters of security. When a Washington bank gave its customers deposit slips with coded numbers in the corner printed in magnetic ink to allow a computer to sort checks and credit accounts, one customer distributed his coded slips among the uncoded ones in the bank lobby. People who unwittingly filled out those slips deposited their money not in their own accounts but in the one specified by the magnetic code.

When another bank computerized its loan-payment books, one enterprising borrower simply filled out the last slip in the book and sent it in, retiring his debt in one easy payment. The bank even sent him a letter—written by computer, of course—thanking him for his promptness.

A more sophisticated scam required an accomplice printer and a little technical know-how to produce checks that had the name of one bank printed in the corner but the ID number of another bank, thousands

of miles distant, magnetically encoded along the bottom. Once a check was written, it was automatically routed to the bank coded on the bottom. That bank's computer, not recognizing the account, would kick the check up to manual processing. A clerk, seeing the printed bank name on the top and assuming a mistake had been made, would route the check to that bank, whose computer, reading the code, would return it to the other bank.

The scam worked perfectly. The checks bounced back and forth in a limbo between the banks, the account never actually debited, until one check became so worn by handling that it couldn't be electronically sorted. But by then, the perp had made off with more than \$1 million.

Another early victim was AT&T. When it computerized its long-distance dialing service to make it possible to dial overseas without need for an operator, a group of outside technicians who called themselves Phone Phreaks mastered the dialing codes and placed free long-distance calls worth a fortune.

The Phone Phreak legacy is crowded with colorful characters. There's John "Cap'n Crunch" Draper, who discovered that the 2,600-cycle tone produced by the toy whistles in Cap'n Crunch cereal boxes was

the same tone that the phone company used to access its long distance network.

And then there's Joe Engressia, "The Whistler," a teenager who, blind since birth, had perfect pitch. He could pick up a phone and whistle trunk dialing access codes to call anywhere in the world. By listening carefully to the beeps and boops on the phone lines, he could tell what stations his calls were being switched through. He liked to give his buddies free calls home at college parties, and that was what finally led to his arrest.

Despite the large number of early thefts using computers, the public was slow to realize that there was a problem. People were uneasy about the vague

ums from nonexistent policy-holders, other fictional customers were "killed," and claims were filed for benefits—which were paid in real money, of course.

By the time one of the employees blew the whistle, two-thirds of the company's business—64,000 policies worth \$2.1 billion—were computer-created frauds.

More and more people learned that the computer's speed and flexibility made it a perfect accomplice in crime. For years, accountants of a certain type had dreamed of "round-down" frauds, in which the excess fraction of a cent created by rounding off an amount—say, from \$1.64245 to \$1.64—would be skimmed from thousands of transactions and pooled into a single account. Though possible in theory, this was too time-consuming to be a reality.

But it isn't too time-consuming for a computer. A programmer could easily create a program that would take, say, seven cents every month out of every account in a bank's network and deposit all those pennies in an account of his own. Such tiny discrepancies would most likely be shrugged off as check-balancing errors. But those tiny discrepancies, multiplied by tens of thousands of accounts, can add up to a substantial haul. And virtually risk-free: Nobody has yet been caught.

Computer crime is not limited to stealing cash. Among the items that have been purloined via computer are 217 boxcars belonging to the Penn Central Railroad, and \$20 million worth of gasoline. The most brazen use of electronics to steal hard goods is the case of Jerry Neal Schneider. As a teenager in Los Angeles, Schneider began sorting through the trash outside a Pacific Telephone and Telegraph facility.

He soon owned a small library of PacTel literature, and he rounded out his knowledge by posing as a freelance writer and interviewing PacTel executives about their computer systems.

Once he knew how the system worked, Schneider began using it to have expensive electronic equipment delivered to himself, which he then sold. Soon he had 10 employees, a PacTel van, and a 6,000-square-foot warehouse, which he used exclusively to resell goods stolen from PacTel.

He stole with impunity, undetected by the compliant PacTel computer ordering system, which once even delivered a \$25,000 switchboard to a manhole at midnight. When Schneider detected shortages caused by his thefts, he resold to the company some of the stuff he had stolen from them.

When Schneider fired an employee who had demanded a bigger cut, the guy contacted PacTel. An investigation showed that Schneider had stolen nearly \$1 million in equipment. After serving four months in prison, he set up shop as a security consultant. One of his clients: the phone company.

The Schneider case illustrates a common theme: The victim of a computer crime is usually the last to know. When Rifkin stole that \$10.1 million, the bank didn't know the money was gone until the FBI



Orwellian menace of "thinking" machines, and the phrase "computer crime" conveyed the idea of crimes committed not *with* computers but *by* computers. *Time* magazine in 1961 painted a grim scenario of reckless computers designing fatally flawed airplanes and wrongly canceling life insurance policies.

It was only when the Equity Funding fraud came to light in 1973 that computer crime became recognized as a national problem. Equity Funding Corporation of America was a California insurance company that, by the early '70s, was a hot stock on Wall Street. And no wonder: For at least five years the company had been gaining new customers at an incredible rate.

Incredible indeed: They didn't exist at all, but had been fabricated by a computer program that recombined the names, sex, medical histories, and other statistics of real clients. Insurance policies were then written on the lives of these fictional people, and the policies sold to a secondary insurer.

Computer crime seems so easy and so impersonal that it seduces people who might never otherwise consider committing a crime. The Equity fraud was run by the company's three top managers, and as it hummed along, more people in the company were drawn in, creating their own auxiliary frauds. For instance, when cash was needed to cover the premi-

told them. The FBI itself found out about it only because Rifkin sought the advice of a lawyer, who turned him in.

Whenever a bank gets taken for a big boodle, all the banks take another look at their security procedures. But 10 years after Rifkin trickled diamonds through his fingers in Luxembourg, two clerks at the First National Bank in Chicago sent \$68 million to themselves in Vienna. It took them all of 64 minutes—between 8:30 and 9:34 A.M., Friday, May 13, 1988—to remove huge chunks of money from the accounts of three corporations, Merrill Lynch, United Airlines, and Brown-Forman, the Kentucky distiller. A bank policy to call clients to confirm large transfers, which had been added after the Rifkin business as an extra security measure, was overcome with the help of at least five outside conspirators, who received authorization calls from the two clerks and pretended to be company officials.

The bank claimed that the crime was detected by “the efficiency of our systems and controls,” but in fact the perps were tripped up by their own greed. They had naively assumed that United wouldn’t notice a mere \$25 million shortage. Had they taken smaller amounts from more companies, or been satisfied with less, their crime might not have been discovered until long after they had disappeared with the money.

Given companies’ growing awareness of their vulnerability to computer crime, it isn’t surprising that people like Schneider are quickly hired as troubleshooters. Long before teenage hackers were making headlines in the early 1980s, companies were forming “tiger teams” to crack their own systems as a means of identifying their weak spots.

One such team, called ZARF, was set up by the U.S. Air Force and the Mitre Corporation to test the security of companies handling sensitive government contracts. No sooner had Honeywell Information Systems sent out a press release hailing the security of its new Multics system than company engineers saw their printers spit out a snickering note ridiculing Honeywell security. The note signed off, “ZARF is with you now.”

Infiltration via computer has also been alleged in the world of international espionage. Clifford Stoll, a systems manager at the Department of Energy’s Lawrence Berkeley Laboratory in California, noticed that someone was using the computers without providing a billing address. Stoll installed a program to record the hacker’s every keystroke. It took two years and cost the DOE \$200,000, but finally the hacker was caught by means of a piece of clever bait—a huge file labeled “SDI Network Project.” While the hacker was loading the file onto his computer, the phone company traced him to Hanover, West Germany. His equipment was confiscated but he couldn’t be prosecuted because he had not broken any German laws.

As a result of hacker activity, federal law now requires that any computer system containing information classified above “sensitive” not be hooked up

to a phone line. That does not, however, protect the system from insiders. Just before quitting his job in 1981, a 26-year-old programmer with the U.S. Department of Defense in Washington programmed a “time bomb” into the payroll database. Six months later the payroll data erased itself. In another case, a programmer installed a few lines of code that instructed the computer to wipe its memory clean if his name was ever removed from the employee roster.

Sometimes a hacker has in mind nothing but mischief. In 1985, people who called Salt Lake City’s Community Action Program on food distribution and were connected to the group’s computerized information line heard this message: “Listen, you bums, if you



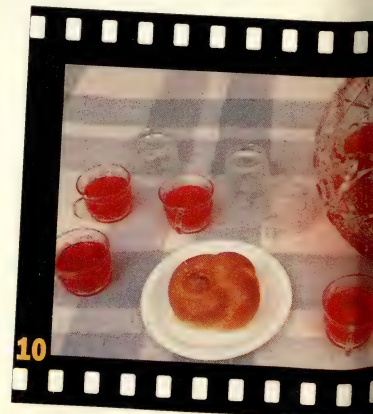
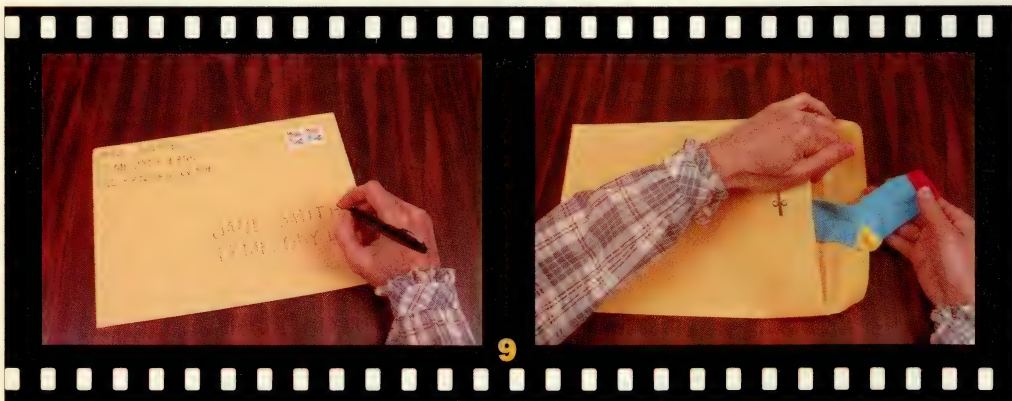
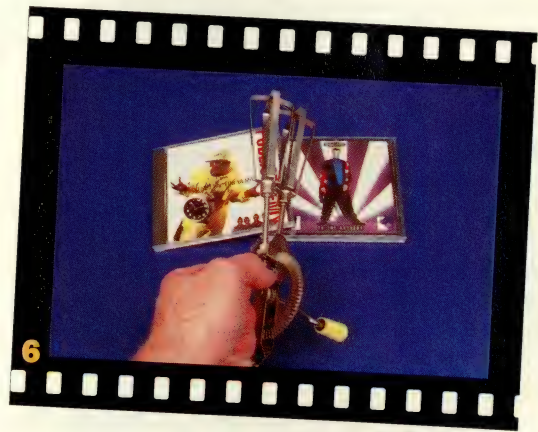
want cheese, go out and get a job and buy your own cheese. Who do you think you are, leeching on the taxpayers like this? Stop sleeping on park benches ... go out and get a job.”

The newest twist in hacking is the computer “virus”—a small, destructive program concealed within a larger program and designed to reproduce itself, infecting other computers and wreaking general havoc. The first recorded computer virus was created in 1983 by a university student named Fred Cohen as part of his doctoral thesis. When students at George Washington University investigated the sudden disappearance of computer data, they found, within the programming code, the message, “Welcome to the Dungeon ... Beware of this VIRUS. Contact us for vaccination.” There followed a telephone number in Lahore, Pakistan.

Computer programmers continue, however sluggishly, to impose new hurdles for account-drainers and virus-creators to overcome. Meanwhile, ingenious scams, whether with criminal or mischievous intent, will continue to be created. Maybe the public will even find out about some of them.

And it can sometimes happen that a computer user can profit from having been victimized. By the time Security Pacific National Bank sold the diamonds Rifkin had bought with their money, they had increased in value by \$5 million.

Neil Steinberg, a reporter for the Chicago Sun-Times, keeps his computer handcuffed to his desk.





Pun-o-Graphic Pictures

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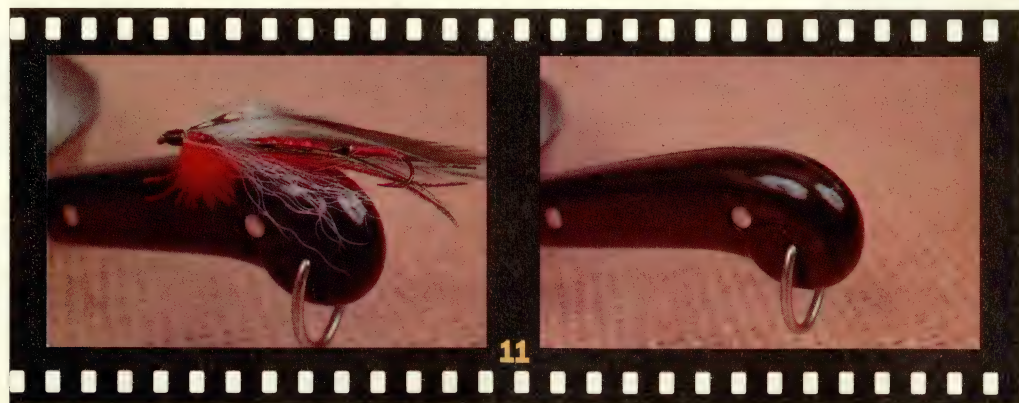
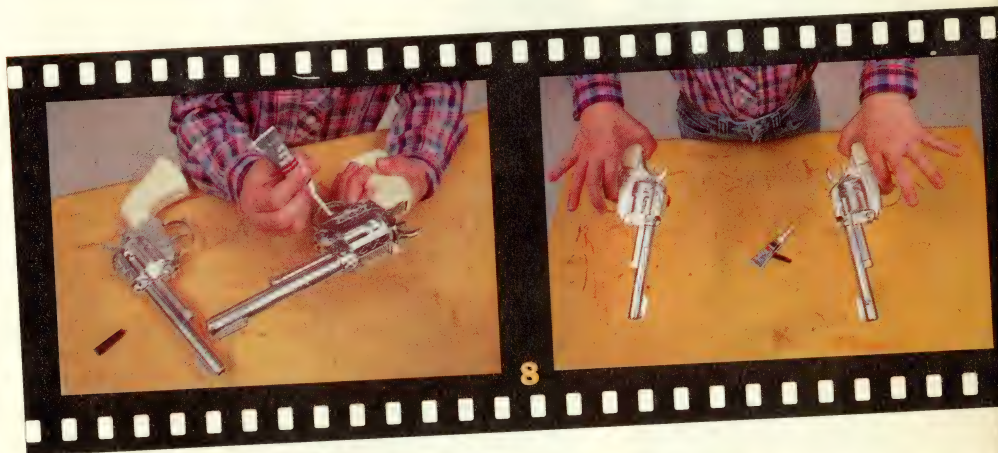
☆☆

ANSWER LENGTHS

1. [4,2,3,4,4]
2. [3,2,4,5]
3. [4,2,2,3]
4. [4,1,5,6,2,2]
5. [5,3,5]
6. [4,3,3]
7. [4,2,3,6]
8. [5,2,4,4]
9. [4,2,2,2]
10. [4,4,3,7]
11. [3,3,3,6]

A

picture used to be worth a thousand words. Not anymore. Each picture or pair of pictures on these pages stands for just a few words, represented in a punny way. For example, a foot hitting a nun's outfit would represent the phrase "kick the habit." A hint: Each answer begins with a verb. The lengths of the answers are indicated at left in parentheses. ANSWERS, PAGE 38



1. URN

2. LETTER T

3. STAR MEDAL

4. CAT

5. FLAGMAN

7. ANGEL

8. ROCKET

10. TULIP

12. AMULET

6. CANDLE

11. QUESTION MARK

9. STACKED PLATES

13. UFO

SILHOU

CAN YOU CREATE THESE

One of the oldest tests of intelligence is to see how quickly you can arrange some given blocks into a square. Whether or not the results have any bearing on your ability to succeed in the real world is an open question. However, people (like us) who like puzzles tend to do well on exercises like this, and our inflated scores help us puff up our chests and let us feel just a little cleverer than the next person.

This test is of equally dubious utility, but is considerably more perplexing and rewarding. To play, punch out the seven perforated pieces on the next page. Then arrange them to form as many of the 25 numbered figures as possible.

The pattern for "Silhouettes" was originated in Germany about 100 years ago and marketed under the name "Der Grillentöter" (or Trouble-Killer). Like its older and more familiar relative, tangrams (also seven pieces), the puzzle is ingeniously designed to allow you to form a nearly unlimited number of figures. All you need is creativity and patience. Most of the figures here are new.

"Silhouettes" is a puzzle and a two-part contest. You may enter either part of the contest or both.

Contest #1 Solve as many of the 25 figures on these two pages as you can. All seven pieces of the design (and only these pieces) are to be used in each figure, and no pieces may overlap. *One of the 25 figures can't be made using the seven pieces.* The object of the contest is to discover, by process of elimination, which figure that is.

Contest #2 Create your own original figure using the seven pieces, and give it a name.

Winning For contest #1, one correct entry will be drawn at random for the grand prize. For contest #2, entries will be judged on creativity, wit, and elegance of design. The 15 best entries will win prizes and will appear, with the winners' names, in a future issue. In case of duplicated submissions, the order of postmark will decide.

Entering For contest #1, name the impossible figure. For #2, provide a drawing of both your puzzle figure and answer. Mail your entry to: Silhouettes [specify contest #1 or #2], Games Magazine, 19 West 21st Street, New York, NY 10010. Be sure to include your name and address. You may enter as many times as you like, but each entry in contest #1 must be mailed separately. **Entries must be received by September 3, 1991.** —Will Shortz

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For e
secu
readi
a seri
the o
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comp
in a F

1 a String quartet member
b Trucking union member

1	A				
2		B			
3			C		

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21.
PARROT

20. NUMBER 2

GAMES

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square. Whether or not the results have any bearing on your ability in the real world is an open question. However, people (like us) who like to test themselves well on exercises like this, and our inflated scores help us puff up our egos and feel just a little cleverer than the next person.

It has little practical utility, but is considerably more perplexing and rewarding than most. Cut out the seven perforated pieces on the next page. Then arrange them to form any of the 25 numbered figures as possible.

"Silhouettes" was originated in Germany about 100 years ago and given the name "Der Grillentöter" (or Trouble-Killer). Like its older and simpler cousin, the tangram (also seven pieces), the puzzle is ingeniously designed to form a nearly unlimited number of figures. All you need is creativity. The figures here are new.

There is a one-part puzzle and a two-part contest. You may enter either part of the contest.

As many of the 25 figures on these two pages as you can. All seven pieces (and only these pieces) are to be used in each figure, and no pieces of the 25 figures can't be made using the seven pieces. The object of the puzzle is to discover, by process of elimination, which figure that is.

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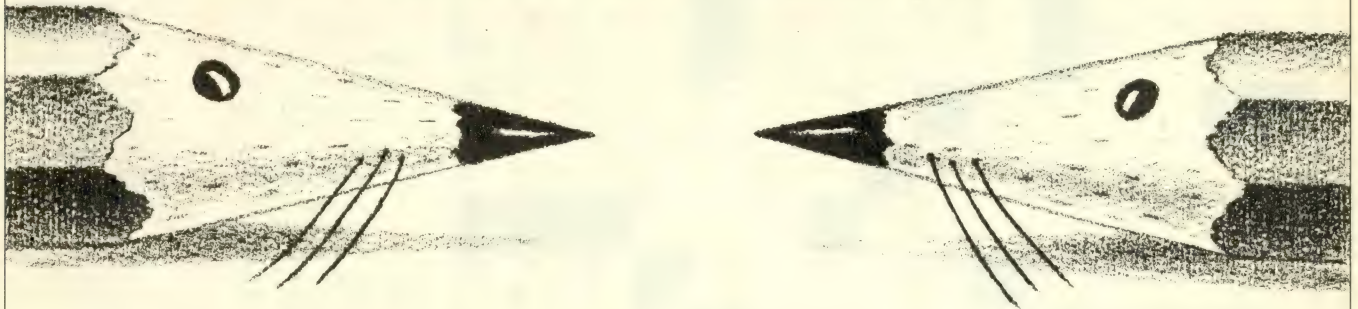


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PENCILWISE



MARCHING BANDS ★★

BY MIKE SHENK

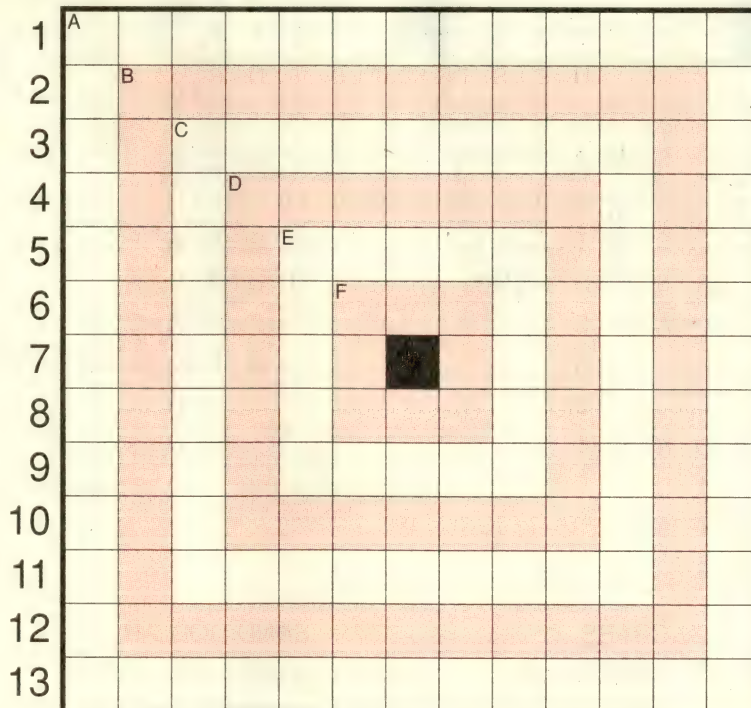
The words in this puzzle march around the grid in two ways. In one formation ("Rows"), words march across—two words for each numbered line, reading consecutively from left to right. The dividing point between these answers is for you to determine, except in row 7, where the words are separated by a black square. In the second formation ("Bands"), words march around each of the six shaded and unshaded bands, starting at the lettered squares (A, B, C, D, E, and F) and proceeding in a clockwise direction, one word after another.

For example, Band "A," when filled, will contain eight consecutive words (a through h) starting in square "A" and reading around the perimeter of the grid. Band "B" will contain a series of six words (a through f) starting in square "B." Again, the dividing points between these answers are for you to determine. All clues are given in order. When the puzzle is completed, each square in the grid will have been used once in a Row and once in a Band word.

ANSWER, PAGE 38

ROWS

- 1 **a** String quartet member
b Trucking union member
- 2 **a** Remove from government regulation
b *Shane* star Alan
- 3 **a** Whirlpools
b Notorious box opener
- 4 **a** Microphone-user's first word, often
b High regard
- 5 **a** Following big game
b Denounces
- 6 **a** Burrowing mammal of the Southwest
b Ham, lamb, or Spam
- 7 **a** Hobgoblins
b African antelope
- 8 **a** Forcible removals
b Do newspaper work
- 9 **a** Triteness
b Disposed (to)
- 10 **a** Sour
b Like grungy showers



BANDS

- | | | |
|--|------------------------------------|--|
| 11 a Player at first
b Yeltsin's home | A a Break, as a rule | d Insurance company named for a volcano |
| 12 a Tiny
b Like sports warm-up shows | b Site of Rembrandt's house | e Exit |
| 13 a First Vice President
b York, for one | c Pronounced | f Cathouse proprietress |
| | | g Bunyan's ox |

- | |
|--|
| h Readied the turkey |
| B a Money study, for short |
| b Storybook villain |
| c Stress-released hormone |
| d Picture producer |
| e Funnel-shaped flower |
| f Pranced about |
| C a Goes out, as a fire |
| b Rave's opposite |
| c Buck's mate |
| d Audrey of <i>The Honeymooners</i> |
| e Simon and Schuster, e.g. |
| f Puzzles |
| D a Adds a hint of color to |
| b Monkeyed (with) |
| c Arm or leg |
| d One kind of harmony |
| E a Realm |
| b 007, for one |
| c At an angle |
| F a Reagan's birthplace |

Here's a chance for you to do a little beachcombing without leaving your home. Hidden in the starfish-shaped grid below are the names of 36 things seen at the beach. Answers may

read horizontally, vertically, or diagonally, but always in a straight line. If you get left high and dry hunting for the words, you'll find them all in the Answers **ANSWER, PAGE 38**

```

                                M Y L
                                I I F F
                                N R E
                                H I I D
                                S S K R U
                                L B I I M
                                E T F B
                                E E T R I
                                V W E A
                                U O L P T
                                O L O D S
                                D A L E T
                                H T E
                                S R E P I P D N A S B E E A C S D R A O B L I A S
                                T E R N S E T N W Y S D R A U G E F I L H D A S N
                                E A R L T A D B E A C H C H A I R S E H E
                                O T E K N A L B H C A E B C E S A
                                S S W E L L S N S L E D
                                S A G E O L O S A F
                                U C S D K T S T D C
                                I N D D C S L H N I O
                                S A B N N E L L A C G O A
                                E O A A A U S L W A L N
                                S S T S G U A D E A F
                                R S O H A M R B R B A
                                P A E E O F H A C E
                                F L S R M E C O B
                                Y L G H S C R A B S
                                S O N E N S E R
                                Y A U T D B A
                                V I T S D T H O
                                R E S A U

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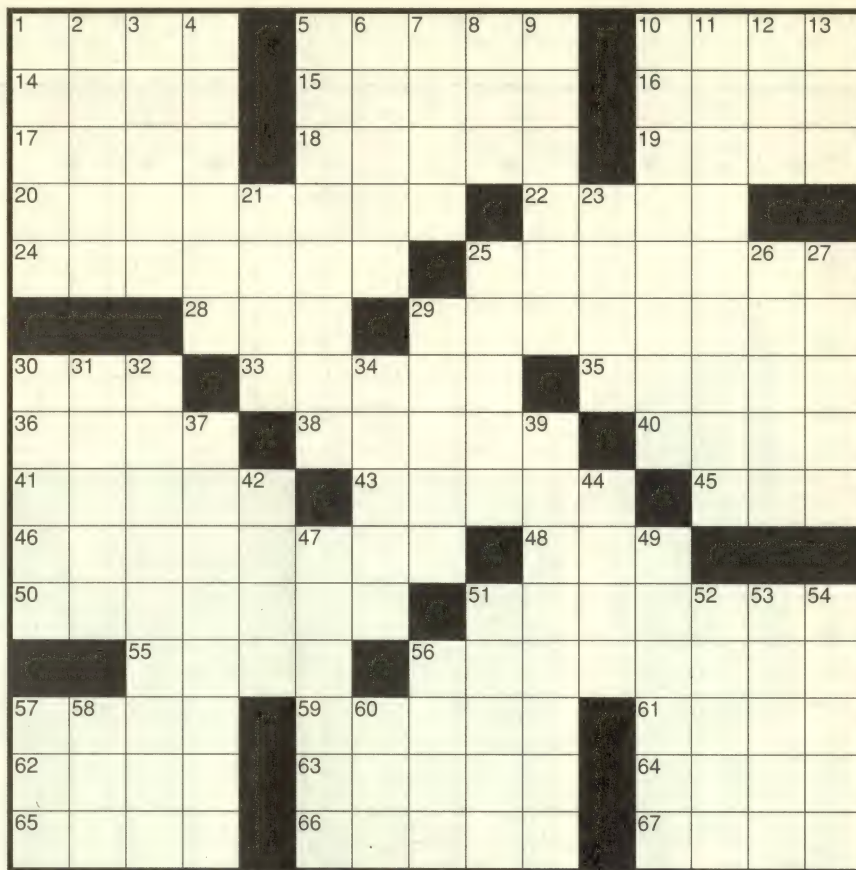
BEACH BALL	CRABS	SAND DOLLAR	SUNTAN LOTION
BEACH BLANKET	DRIFTWOOD	SAND FLEA	SURFBOARDS
BEACH CHAIRS	FLOATS	SANDPIPERS	SURFERS
BEACH TOWELS	FRISBEE	SEAGULLS	SWELLS
BIKINI	KITE	SEASHELLS	SWIM TRUNKS
BOARDWALK	LIFEGUARDS	SEAWEED	TERNS
CABANA	SAILBOARDS	STARFISH	TIDES
COAST	SANDALS	SUNBATHERS	UMBRELLAS
COOLER	SANDCASTLE	SUNGLASSES	VOLLEYBALL

ACROSS

- 1 Male deer
5 Fundamental
10 Carpet type
14 Show and ____
15 Houston baseballer
16 Prefix with "phone" or "vision"
17 ____ no good (scheming): 2 wds.
18 Actor Charlie of *Platoon*
19 Ready to be picked
20 Start of a letter to Bambi?: 2 wds.
22 "____ she blows!"
24 Soap operas
25 Black-and-blue spots
28 French friend
29 Boastful fellow
30 Dog's doc
33 Sleeping sound
35 British county
36 Eye part around the pupil
38 Archie Bunker's wife
40 De ____ (too much)
41 Halley's ____
43 Come in
45 Last year's juniors: Abbr.
46 Sufficient
48 Snapshot, for short
50 Fixes the piano again
51 Moe, Larry, and Curly
- 55 Frost
56 Butchers' competition?: 2 wds.
57 "Mother, ____?" (children's game): 2 wds.
59 By the side of
61 Nothing more than
62 ____ *La Douce*
63 Body trunk
64 Largest continent
65 Golfer's pegs
66 Consumed
67 Garden starter

DOWN

- 1 Fancy buttons
2 Indian's tent
3 Sacrifice site
4 Daughter of 38-Across
5 Tennis servers stand behind it
6 Cinders
7 Ending for "young" or "trick"
8 Anger
9 Nicaragua guerrilla
10 Unbending
11 Progeny's pretensions?: 2 wds.
12 Swiss mountain
13 "____ whiz!"
21 Blocks the river
23 Embraces
25 1990 American League batting champ George
26 Mistake
27 Stairs



ANSWER, PAGE 38

- 29 Salty pickling solution
30 Clergyman
31 Wear away, as by wind and water
32 Officiate at an herb race?: 2 wds.
34 Playwright Clifford
37 Tall California trees
39 Seven-sided figure
42 Starkist product
44 Noisy public disturbance
47 Pump full of bubbles
49 This, clue, has, too, many
51 Smell or touch
52 Honking birds
53 Chillingly weird
54 In one's ____ (replacing)
56 Comic Sahl or cartoonist Walker
57 Cambridge tech. school
58 "Roses ____ red ..."
60 Mauna ____ (Hawaii volcano)

THE OLD BALL AND CHAIN ★

BY HAL CLIBAN

You'll need to use some restraint to solve this quiz. The answer to each clue below is a word or phrase beginning with either BALL or CHAIN. For example, the clue "The whole shebang" would lead to the answer BALL OF WAX, while "Jagged

thunderstorm streak" would be CHAIN LIGHTNING. If you feel fettered by clues you can't solve, feel free to consult the answers.

ANSWERS, PAGE 38

1. Fenway or Candlestick, e.g. _____
2. Working group of convicts _____
3. Bic product _____
4. Missive sent to more and more people _____
5. Friction-reducing rolling machine part _____
6. Log-cutting power tool _____
7. Knight's protective wear _____
8. Metal-pounding tool _____
9. Constant cigarette puffer _____
10. Place to dance a waltz _____
11. Order of military ranks _____
12. Tennis court attendant _____
13. K-Mart or Sears _____
14. Self-sustaining nuclear event _____

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers.

ANSWER, PAGE 38

Overall weather	Defeat	Hit song from 1902	Only	Suit to — (be perfect)	Deep furrow	▼	Stunning exploits	Travels a slalom course	Bullets	Beauty pageant crown	Los —, California	▼	Round-about	Aegean or Red	"For — sake!"	Blue-bloods	One in a revolting mob	Half of Congress
▶	▶	▶	▶	▶	▶		The Devil	▶	▶	▶	▶		Boxes	▶	▶	▶	▶	▶
Narrow mental focus	▶												Strange and spooky	▶				
Avenue	▶						Creative thinking	▶										
Lusters	▶						More achy	▶					"The March King"	▶	"¿Como —?"	▶		
Cheer-leader's aid	Making goofs		One-celled organism	Rose parts		Unit of resistance	Requires	Bert's TV pal	Pub drinks	▶				Proof-reading mark	▶			
▶	▶		▶	▶					Occupies (oneself)	Writer Umberto	▶			Mafia leaders	Mine rock	▶		
"The Eternal City"	▶				Sage or thyme	▶			Kind of poker or farm	▶				Actress Hagen			They may become inflated	Fender scar
Cheer (for)	▶				List of entrees	▶			Old Mexican native	Took away (from)	Turned rancid	▶						
Concept	▶				Catch sight of	Handicap	▶											
Highborn	▶					Take by force	▶					Balloon contents	Suppressed	▶				
Window material	▶					Distant	Red table wine	Singer — James	▶				HST followed him	Teeter-totter	Speedy plane, for short	▶		
Like a traitor	Perfect		Bad auto	Rank for a GI	▶			Letter strokes	▶						Female friend, in Mexico	Tonto's pal	Track meet contest	Takes it easy
▶	▶		▶					Equine sport	Salesman on a lot	▶								
Payable, as bills	▶			In addition	Vanilla Ice's music	▶		Feel unwell	Of the stars			Take away	▶					
Poet Lazarus	▶				Inter-stices	Cook beef or chestnuts	▶					Vended	Trig functions	▶				
In the midst of	▶					Creams of the crops	▶						Spy	▶				
▶	▶					City of Ohio or Spain	▶						Witches' facial features	▶				
Oscar-winner Jackson	Leopard feature		Top cards	Talk like a lunatic		One of the Three Bears	Hymn finish	Memo	Got larger		Different		Com-manded	Citrus drinks	Treaty org.		"The Emerald Isle"	Noted flag maker
Pregame song	▶		▶	▶			▶	▶	▶		▶		▶	▶	▶			
Print unit	▶				Lacking ethics	▶						Slowly, in music	▶					
Sign of the future	▶				Actress Bernadette	▶						Hampers	▶					
Exam	▶				Freshly	▶				Ugly buildings, e.g.	▶							

ARTIFACT—OR FICTION? ★★

BY EMILY COX & HENRY RATHVON

Wealthy business magnate Carnegie Vandermoolah has collected thirteen priceless art treasures, pictured in the room below. You are the new security guard on the Vandermoolah estate, so it's your responsibility to know and

protect these valuables. Study them carefully for *two minutes*. Then, to test your observational skills and memory, turn the page. Once you turn, you will not be able to refer back to this page.



Important: Don't examine this picture or read this page if you haven't first followed the instructions on the previous page.

One morning as you make your rounds, you notice that the lock has been damaged on the door to this room. At first glance, everything within seems intact. But on more careful perusal, you see that some of the pieces of art don't look quite

right. It dawns on you that somebody has stolen the originals and replaced them with forgeries, hoping you wouldn't notice the difference. But if you've done your job well, you'll find 12 errors in the replicas before the police arrive. Can you name all the discrepancies and identify the one piece that turns out to be an original?

ANSWERS, PAGE 38

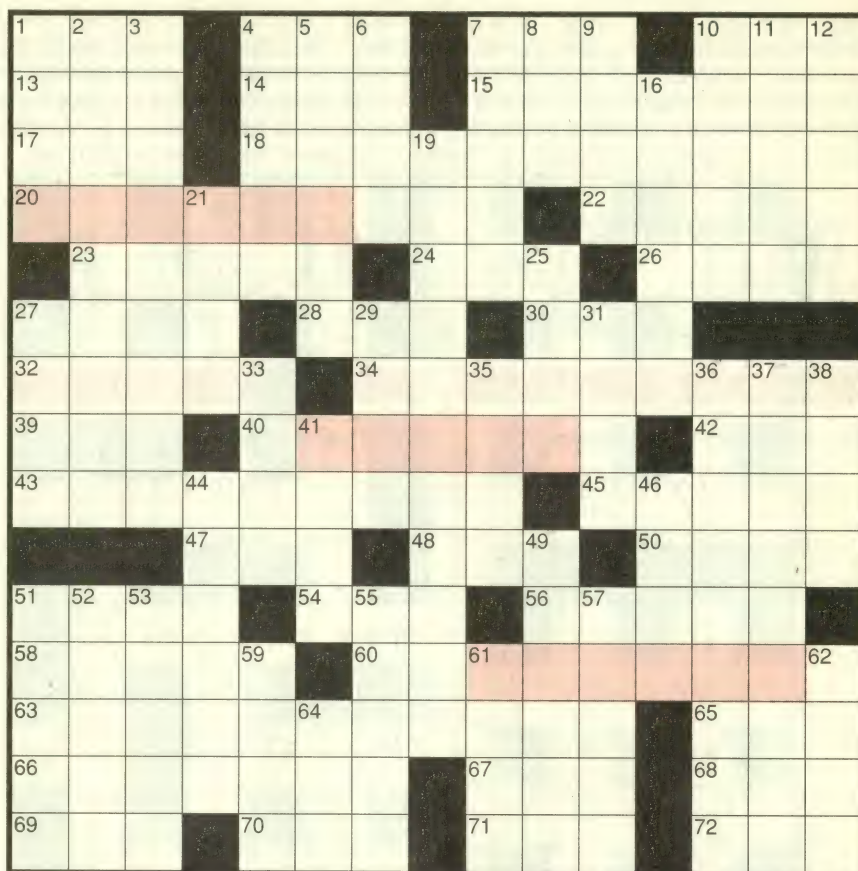


ACROSS

- 1 Make a choice
- 4 Peculiar
- 7 ___-cone (frozen treat)
- 10 Presidential monogram of the '50s
- 13 Tongue depressor response
- 14 Peg for Player
- 15 The North Star
- 17 Enjoy Sun Valley
- 18 One way to wait on others: 3 wds.
- 20 Child's girder
- 22 Wear away
- 23 Mini or maxi
- 24 Avail oneself of
- 26 Planet residents in a Charlton Heston film
- 27 Poker variety
- 28 Sphere
- 30 ___-Wan Kenobi (*Star Wars* character)
- 32 Slip-up
- 34 Robin Hood's minstrel
- 39 Artist Yoko
- 40 Car gear
- 42 Electric guitar pioneer ___ Paul
- 43 Exposed to breezes
- 45 Moreno and Hayworth
- 47 Suffix with "Israel" or "labor"
- 48 Forged a trail
- 50 ___ *Man* (Emilio Estevez movie)
- 51 Lana of Smallville or Fritz of *Metropolis*
- 54 Mermaid's home
- 56 Writer Cleveland
- 58 Medicine-yielding lilies
- 60 "I'll take ___": 2 wds.
- 63 Parachutes from a plane: 3 wds.
- 65 Car driver's org.
- 66 More succulent
- 67 Cravat
- 68 Have a go at
- 69 Prefix with "bar" or "thermal"
- 70 Actor Fernando
- 71 Site of the stirrup and anvil
- 72 Lisper's problem letter

DOWN

- 1 Malt-drying kiln
- 2 Indian's neighbor
- 3 Ponder: 2 wds.
- 4 Different
- 5 Cherished by: 2 wds.
- 6 Fender scar
- 7 "Fixes" at the vet's
- 8 Opposite of *oui*
- 9 Ye ___ Shoppe
- 10 Sag
- 11 Semiconductor type
- 12 Opera singer Simon
- 16 Scared
- 19 Connections of the shaded entries: 2 wds.



ANSWER, PAGE 38

- 21 Youngsters
- 25 Long, long times
- 27 Like molasses or turtles
- 29 Four-star review
- 31 Boxer Max
- 33 Once, once
- 35 Comic Johnson of TV's *Laugh-In*
- 36 Argue with zeal
- 37 1984, 1988, 1992, etc.: 2 wds.
- 38 Old name for Exxon
- 41 Females of the flock
- 44 Reader's ___
- 46 Golf club
- 49 Showy flower
- 51 Actress Christine of *Running on Empty*
- 52 Criminal's assumed name
- 53 "You're wrong!": 2 wds.
- 55 ___ board (manicure aid)
- 57 Meet one's ___ (die)
- 59 Commotion
- 61 Quote an authority
- 62 Simon ___
- 64 TV's ___ *Haw*

CLASSIFIED ADDS ★★

BY STEPHEN SNIDERMAN

The strange-sounding items below read like bizarre classified ads, but they're actually word puzzles. Each word in an "ad" can be changed into a new word by adding a single letter—and the single letter is the same for all five words in that ad. The correct letter may be added at the beginning, in the

middle, or at the end of a word, but don't rearrange the letters within the word. (The resulting list of words isn't meant to make sense.) For example, in the ad FOR SALE: ROUND WINERY HEATER, you'd add T to each word to get FORT STALE ROTUND WINTERY THEATER. No two ads below are solved with the same letter.

ANSWERS, PAGE 38

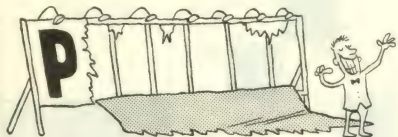
1. OLDER MOUSE: PRIM, PROPER, DECENT
2. NICE TENT—USERS WERE BUSY
3. CAROUSE! AWFULLY DARING PARTY (FOURISH)
4. SAVE STATE CRISES: PRAISE ACTIONS!
5. LIVE CORNETS! BRING PALS THROUGH
6. TRADE APPLES, CONFER PATENT, SMILE
7. DIVERS CASES: CRATES STAMPED "SECRET"
8. ROUST OTHERS! SUPER GARAGE SALE
9. CARET LAID INTO POLAR ARTICLE
10. LAYER HOLLY SEED AND HOSE
11. MAIM FOES! ETERNAL FLU ALE
12. FAULTY RADIAL? REDO WITH RAYON!
13. FINER RESINS: REAL, PURE RUBY
14. MANGER PLACE INDICTED; DEFER REPLY
15. BOUGHT: COUNTY MOOSE GENE STUDY
16. NEED MONEY? SEW FAIR LACING!

Below are six lists of related words and phrases that have been translated into simple cipher alphabets. The letter substitutions remain constant within any one group of words (for instance, if V represents G in one word, it will represent G in all the words in that list), but change from one list to the next. A tip to new solvers: Start by thinking of answers that

might fit one of the categories; then see if any of the enciphered words in the list have that same letter pattern.

All the words in the fifth list begin with the same letter—you'll have to figure out which one. And the sixth list has been left untitled. Solve the code in order to determine what the items have in common.

ANSWERS, PAGE 39



1. FIRST INITIAL PEOPLE

Ex: J. Robert Oppenheimer

L. ZPTII LXIDAGFCNE
Y. GEACF MTTJGF
P. GJGFGII RTTQ
N. FTW MSVVCFE
L. NGG VCXNGK
A. ATFETW NXEEK
N. LFCWR VCSC
L. OSFFCK CVFCMCO
I. VTTWG QXPRGWZ
Y. QCSN AGIIK



2. PRESIDENTIAL PERKS

Ex: 21-Gun Salute

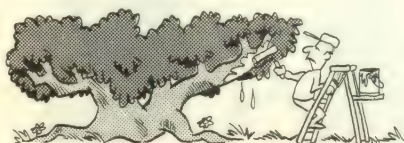
ELY NSYDR SJR
KYRHH HRDYRIEYW
DEUK CEFLC
SFEX SNNLDR
"TELX IS ITR DTLRN"
YRC DEYKRI
LJEQPQYEX OEXX
HRDYRI HRYFLDR
SNNLDLEX KSYIYELI
TSI XLJR



3. ITEMS BOUGHT IN PAIRS

Ex: Chopstick

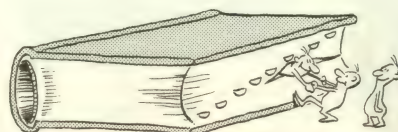
RUUAMYV
XGYVJMIEXA
WHJJUNXGIM
MGZZHYD
"V" RGEEMZK
XUYEGXE JMYI
NGJAHM EGJAHM
IEMZMU IWMGAMZ
YHDLEIEGYV
LUIEMII ENHYAHM



4. PAINT SHADES OF BROWN

Ex: Harvest Tan

WSZLTAW OSADS
KLYLZL KLVF
WQWQL OSLV
AZAKY WZSLT
QWJQOSZ XSLNSK
AVFAL
WYQWQXLJS KYLMS
PZQKJR JQPPSS
PHFDS
WYSZQMSS JLV



5. ALLITERATIVE ALLURE

(All start with the same letter)

EFKOKXXH ELFGJX
EHLIN EJMD
EPBHD EFJXNHFD
EJPDNJK ELPPHX
EMH EMH EKFGKH
EBDEM EHFVHPHM
EHXXM EJJU
EJDXJY ELVHG EHLYD
EFJJVPMY EFKGOH
EBOD EBYM



6. MYSTERY LIST

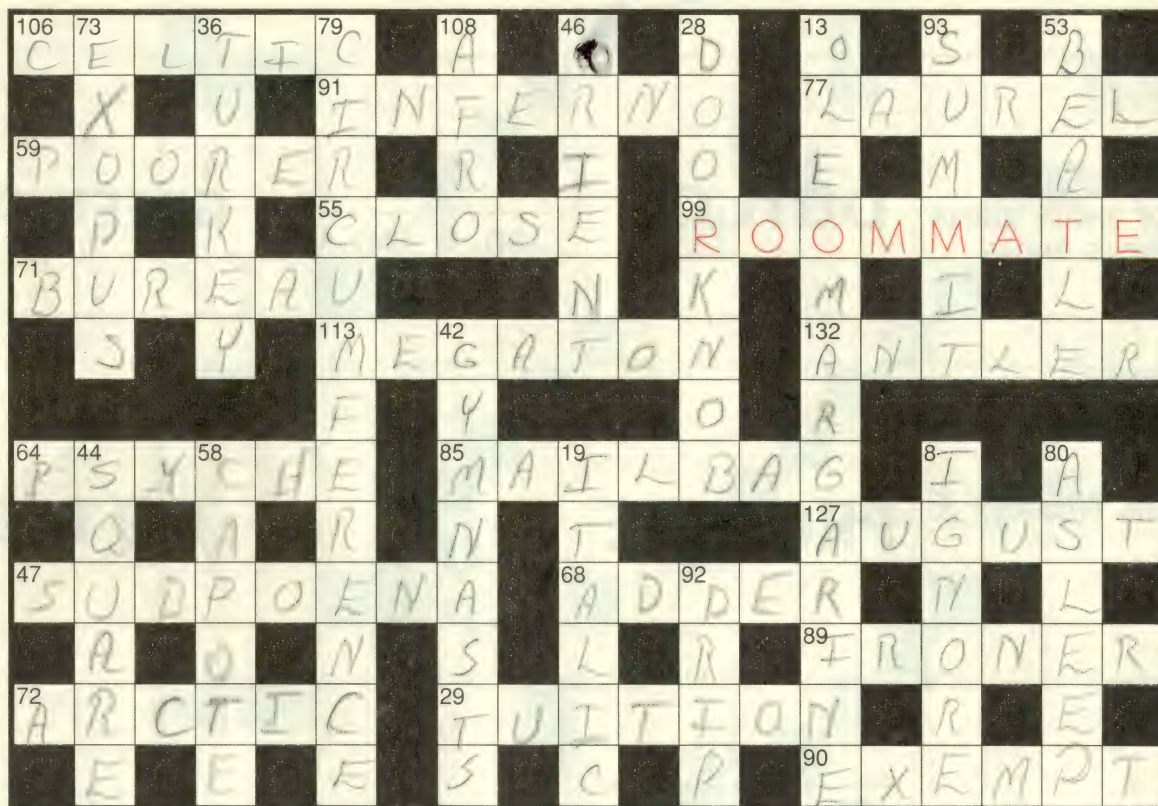
What do they have in common?

DASQMU MICJ
MNUIGUC'J VUMB
MCAJJXISB
DCQMUJ
YQCU UEQGJ
"GNU JDAG"
HACVUCJ
NUIWP IMMULG
CILJAT TALUP
YQLIS UEITJ

Each clue in this crossword has been cut into two parts, and the parts have been given numbers from 1 to 68. To solve the puzzle, find and rejoin each matching pair of clue parts to produce the original clue. Enter the answer to each clue at the grid space indicated by the sum of the numbers of the clue's

two parts. For example, #52 and #47 below combine to form the clue "Person who shares/living quarters." The answer, ROOMMATE, is filled in at #99 (52 + 47). Either part of the clue may appear first in the numbered list. Every part will be used exactly once in the completed puzzle.

ANSWER, PAGE 39



- 58+1 Not having as much X
- 6+2 Attention to X
- 10+3 Butter
- 49+4 Starr, once X
- 14+5 Emphasis X
- 2+6 Pay no X
- 35+7 They perform X
- 38+8 For Agatha Christie X
- 20+9 College student's X
- 3+10 Substitute
- 25+11 Bird X
- 16+12 You enter a room X
- 42+13 Word preceding "but" X
- 5+14 Type that shows X
- 65+15 Catching some X
- 12+16 It turns when X
- 27+17 "Red" one X
- 29+18 Paper requiring you X
- 34+19 Author
- 9+20 Payment X
- 50+21 FBI X
- 57+22 Around a circle X
- 62+23 What a postman carries X

- 53+24 Partner for X
- 11+25 Thanksgiving X
- 67+26 Big meeting for X
- 17+27 Moscow has a X
- 45+28 It follows X
- 18+29 To go to court X
- 34+30 Cupid, in myth X
- 37+31 Mathematical
- 40+32 Pole X
- 56+33 Clothes X
- 30+34 She loved X
- 7+35 Exercises on the pommel horse X
- 55+36 "Hell" X
- 31+37 Snake? X
- 8+38 Kind of Express X
- 19+39 Truman
- 32+40 Near the North X
- 51+41 Faucet X
- 15+42 No cigar X
- 63+43 Boston X
- 46+44 The usual rule X
- 28+45 Genesis X

- 44+46 Not subject to X
- 52+47 Living quarters X
- 60+48 Popular '60s X
- 41+49 Ringo X
- 21+50 The "B" in X
- 41+51 Problem X
- 47+52 Person who shares X
- 24+53 Hardy X
- 59+54 Unit of force X
- 36+55 Dante's
- 33+56 Presser X
- 22+57 Distance X
- H 58 Money X
- 54+59 Of a nuclear bomb X
- 48+60 Hairstyle X
- 66+61 Labor Day X
- 23+62 Letters in X
- 43+63 Basketball player X
- 68+64 Deer's X
- 15+65 Z's X
- 61+66 Month before X
- 26+67 Bush X
- 64+68 Horn X

Over the years, we've run many pages of Wacky Wordies, usually promising each one would absolutely, positively be our last—until we'd break down due to popular demand and print more a few issues later. Since GAMES recently was allowed a comeback, we thought it only fair to give Wacky

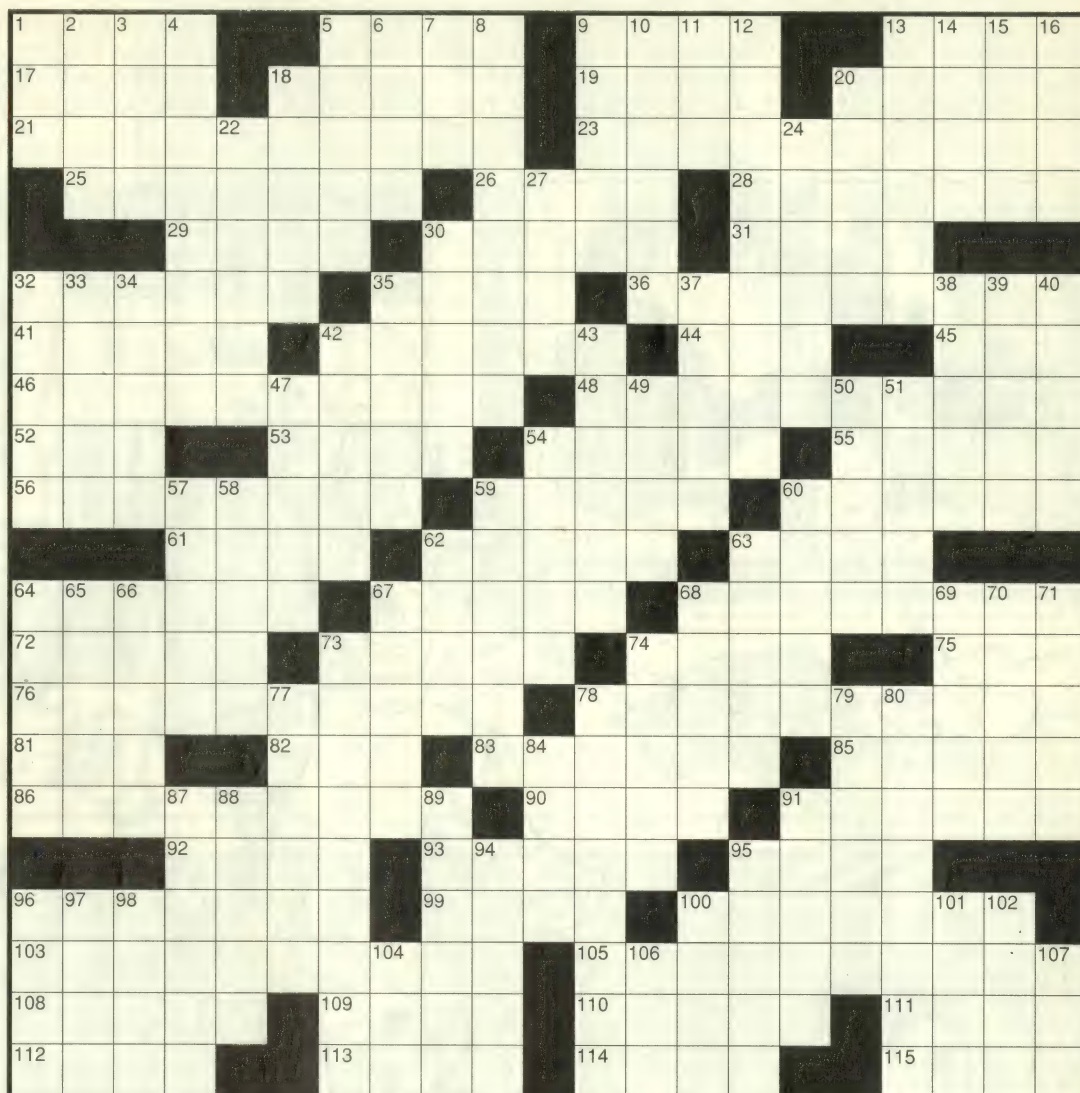
Wordies the same opportunity. As always, the game is to discover the familiar word, phrase, or saying represented by each arrangement of letters. For example, #1 below depicts "Leave no stone unturned."

ANSWERS, PAGE 39

1. STONE STONE STONE STONE STONE STONE	2. Doft.OR	3. GO Jan. 6 Jan. 6	4. GREENNV
5. LOOK ME EYE	6. PROMISE	7. L C L U U R P B	8. QQ ME
9. A+ PERFORM NCE	10. TAKE JOB	11. 8 - 6 = 2	12. NOW ^{HE} RE
13. 21 lb. 18 lb. HAND FOOT	14. SUIT SIT IT T	15. KNOW IT TI	16. HIS.TORY
17. LAWYER	18. T E BED G	19. VIRGO.....	20. O D U C T C N U T

ACROSS

- 1 Island in a palindrome
- 5 Long draft
- 9 Sailor's worry
- 13 "___ boy!"
- 17 *Gentlemen Prefer Blondes* author
- 18 Claustrophobe's need
- 19 Approximately
- 20 Lucy's crony
- 21 Opening
- 23 Sweeper?
- 25 "Pay attention!"
- 26 Allied by nature
- 28 Eat with relish
- 29 Agrippina's son
- 30 Cotton twill
- 31 Pore over
- 32 Fell off
- 35 Wood, for one
- 36 Dick's downfall
- 41 Philosopher Kierkegaard
- 42 Balkan capital
- 44 Jackson and others
- 45 Up to
- 46 Under-developed
- 48 Proscenium, to an actor
- 52 Tee follower?
- 53 Weeds, perhaps
- 54 Bucket of bolts
- 55 Left ventricle's outlet
- 56 Mah jongg tile
- 59 On equal terms
- 60 Hit-___ (careless)
- 61 Table scraps
- 62 Garden cover
- 63 Rotunda topper
- 64 Throat thingies
- 67 Michelangelo masterpiece
- 68 Drooping mustache type
- 72 Wind ensemble, often
- 73 Cultivates
- 74 Smoke strand
- 75 "___ in elephant"
- 76 Superfluous person
- 78 Intuition
- 81 Olds's middle name
- 82 Wino's comment
- 83 Snazzy eyewear
- 85 Desert Storm participant
- 86 News story starts
- 90 Small quantities
- 91 Explodes
- 92 It may end in a tie



ANSWER, PAGE 39

- 93 Like the *Witness* witness
- 95 Present Persia
- 96 Snellen chart purpose
- 99 "Confound it!"
- 100 "___ fits all"
- 103 Rest time
- 105 Quaver
- 108 Hoosergows
- 109 Whit
- 110 Van Gogh's French home
- 111 Warmth
- 112 Monet medium
- 113 Costner role of 1987
- 114 Buck, for one
- 115 Uncommitted?

DOWN

- 1 Shoemaker's aide
- 2 Perry's star reporter

- 3 Put to sleep
- 4 Yes-man
- 5 Ex-veep Agnew
- 6 Carry on, as a war
- 7 I, in Innsbruck
- 8 Advance
- 9 Violinist's need
- 10 Heretofore
- 11 Computer key abbr.
- 12 Grocery
- 13 "___ of beauty ..."
- 14 By comparison with
- 15 Scout's shelter
- 16 Ray of movies
- 18 Bergen's Mortimer
- 20 Mystery writer's award
- 22 Famous last words?
- 24 Least disagreeable

- 27 Hot spot for a pot
- 30 Uses an iron?
- 32 ___ *World Turns*
- 33 Black tea
- 34 Sign of spring?
- 35 Let go
- 37 Neighbors
- 38 "Pong" purveyor
- 39 Jousts
- 40 Fitzgerald and Raines
- 42 Roger Rabbit and friends
- 43 Chad's home
- 47 Chess opener
- 49 Solemn promise
- 50 "I wouldn't ___ fly"
- 51 Shower invitees
- 54 Factions
- 57 Ready for a roomer
- 58 What "a soft answer turneth away"

- 59 Puts an end to
- 60 Ginger
- 62 Denver altitude
- 63 Does light housekeeping
- 64 Hungry
- 65 "Ta-da!"
- 66 Not up to the task
- 67 Game token
- 68 Makes good
- 69 Change, sometimes
- 70 Attacks
- 71 Computer owners
- 73 Motto for losers?
- 74 Pump measurement
- 77 At the same time that
- 78 Three-time U.S. Masters winner
- 79 Racket sport
- 80 Net
- 84 Do stuff?

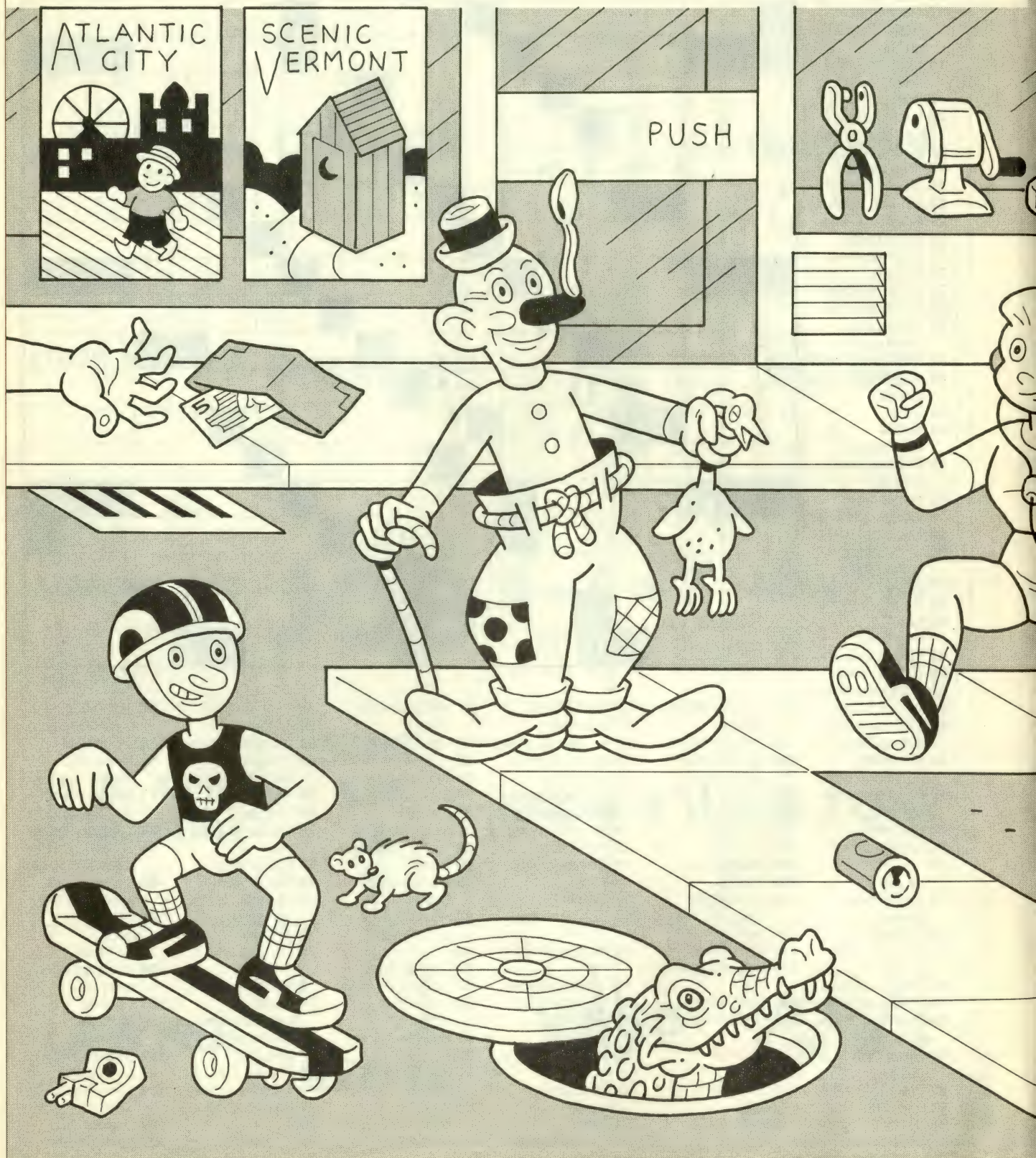
- 87 Acid-alcohol reaction results
- 88 Mortgages
- 89 Anwar and family
- 91 Writers Harte and Easton Ellis
- 94 Yucatán natives
- 95 *A Flea ___ Ear* (Feydeau farce)
- 96 "Tiger in your tank" company
- 97 Himalayan beast
- 98 Fiendish
- 100 Make goo-goo eyes at
- 101 *La Bête Humaine* novelist
- 102 Captain Hook's alma mater
- 104 Anonymous John
- 106 Dander
- 107 Ram's ma'am

PICTURE TRAIL ★★

In the old song, the knee-bone's connected to the thigh-bone, the thigh-bone's connected to the hip-bone, and so on. In this puzzle, the connections start with the STEAMROLLER connected to the ROLLER SKATE. A chain of 15 objects can be thus

formed, linking the last word of a compound word or phrase with the first word of the next. The third item in the chain will be a word or phrase beginning with SKATE. Can you use your head-bone to forge the remaining 13 links of the chain?

ANSWERS, PAGE 39





STEVE MELLOR

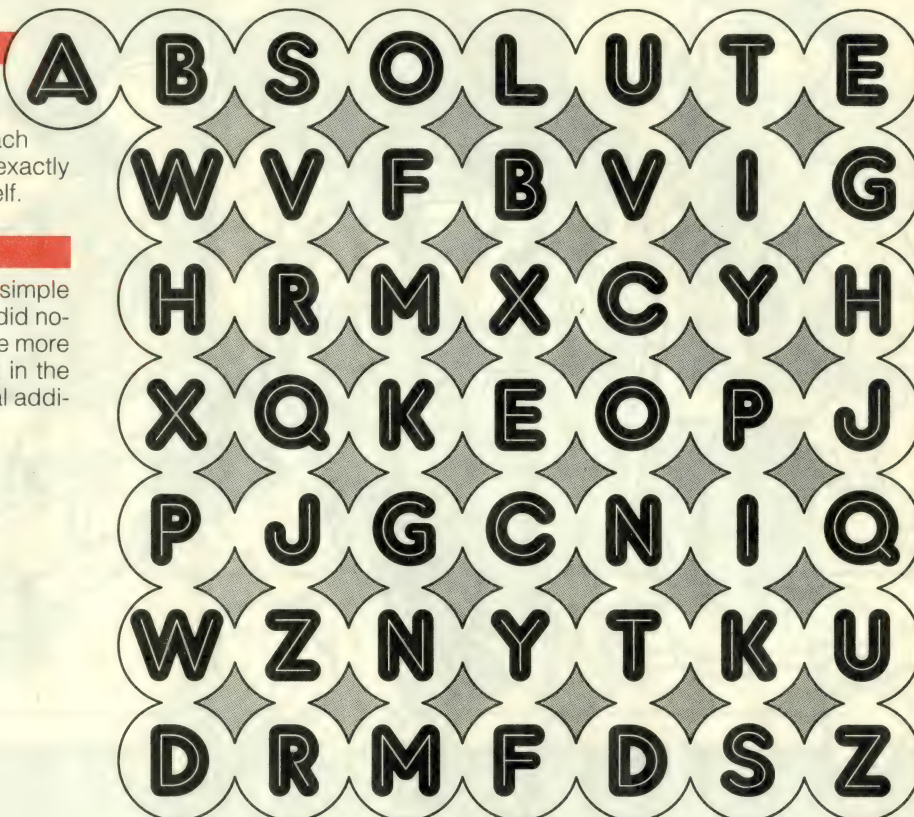
Since the recent rebirth of democracy and private enterprise in Poland, our Polish correspondent has launched his own successful puzzle magazine. Meanwhile, he continues to

devise novel ways to twist our gray matter. Herewith, his three latest examples.

ANSWERS, PAGE 39

1. ABSOLUTELY AMAZING

Start at the A in the upper left corner of the maze at right and trace a path to the Z at the lower right, visiting each of the 26 letters of the alphabet exactly once. Your path must not cross itself.

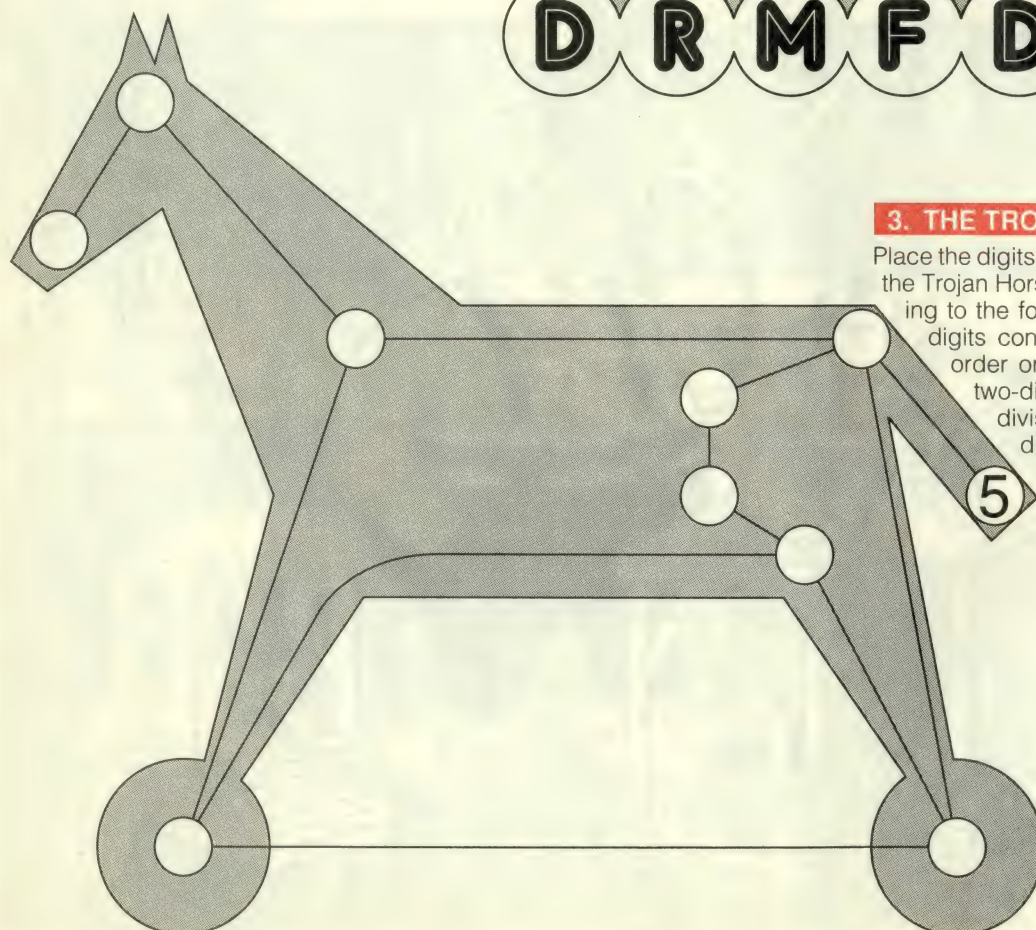


2. ORDERLY ADDITION

We've replaced all the digits of a simple addition problem with dashes. We did notice, though, that each digit was one more than the digit immediately below it in the same column. What was the original addition problem?

```

      _ _ _
      _ _ _
      _ _ _
+   _ _ _
  _ _ _
  
```



3. THE TROJAN HORSE

Place the digits 0 to 9 in the nine circles of the Trojan Horse pictured at left according to the following rule: Each pair of digits connected by a line, in one order or the other, must make a two-digit number that is evenly divisible by either 7 or 13. The digit 5 has been placed at the tail as a start.

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the

key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 41

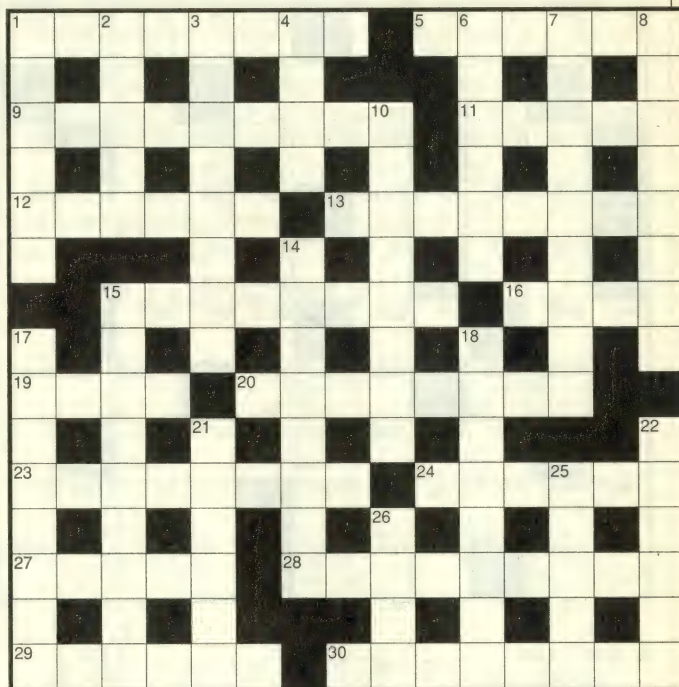
PUZZLE 1 BY EMILY COX & HENRY RATHVON

ACROSS

- 1 Songbirds may ram in the sky (8)
 5 Almost come to bat in contest (6)
 9 Doctor stationed to get remedies for poison (9)
 11 Summer snake (5)
 12 Make a priest change in road (6)
 13 Advance public relations monster (8)
 15 Cheerful New Guineans (8)
 16 Business company provided back room (4)
 19 In bed, get advantage (4)
 20 Player expected to lose grounded out (8)
- 23 Adventures of the *Enterprise* begin concerning Kirk's head (4,4)
 24 Tell of devil's skill? (6)
 27 Stimulate one's appetite, eating a grain (5)
 28 Covering Mets' stadium object (9)
 29 One of Santa's reindeer shared nuts (6)
 30 Cast a spell on the way in (8)
- 6 Fruit loop on stove (6)
 7 Bothering sheriff's star jewelry (9)
 8 Boring rock is remote (8)
 10 Small-time Texas baseball player is somebody new in town (8)
 14 Speculate about tavern name in books of world records (8)
 15 Those who indicate Salinger's novel (9)
 17 Sloshing seaweeds moved up and down, up and down (8)
 18 Dole engulfed by smell from dashboard instrument (8)
 21 Report about university sculpture (6)

DOWN

- 1 Jailbird circles sunbeam with child's writing tool (6)
 2 Nary a Kennedy is famous (5)
 3 Big star treading shakily (3,5)
 4 Consumes brewed teas (4)



- 22 Egoist exploding cigar (6)
 25 Fib interrupts an extraterrestrial (5)
 26 Spare some of puzzle answers (4)

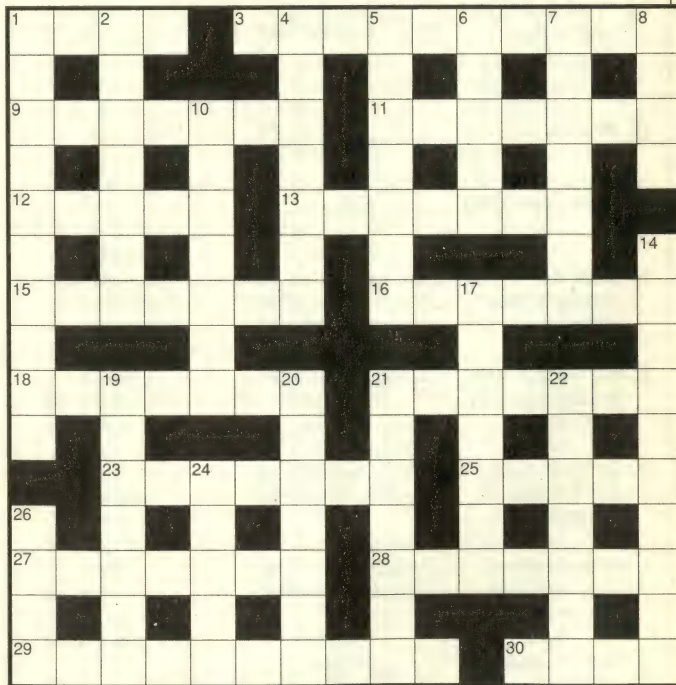
PUZZLE 2 BY ROSALIE MOSCOVITCH

ACROSS

- 1 Spread cheer and love (4)
 3 Expert to swindle king ahead of time (10)
 9 Staff brought back into top-notch plant (7)
 11 Steven is only picking up meat (7)
 12 Mark aged, they say (5)
 13 A breeze taking college near a state capital (7)
 15 Pedal lad repaired in corner (7)
 16 Some of runners-up remember Diana Ross, at one time (7)
 18 Democrat is surrounded by crazy people wearing no clothes (7)
- 21 Bad review ended with long dash (7)
 23 Listen to shrink's instructions (7)
 25 Not suitable to sleep in it (5)
 27 Ms. Derek returned to five-and-ten with U.S. patent (7)
 28 Tropical getaway held by crazy fool (7)
 29 Damaged spur coming up—amazing (10)
 30 Occupied public transportation in front of gym (4)
- 4 Man to make speech about ends of peace (7)
 5 Cannibals save gas, possibly (7)
 6 Large and small countries (5)
 7 Quiet while wise person encases uranium (7)
 8 Zip fly up (4)
 10 Indians running to Ms. Hawkins on the way up (7)
 14 Answer, "Hosts dine with editor day after day" (10)
 17 Nitrogen stored by unusually stupid teachers (7)
 19 Express train caught by Louganis (7)
 20 Southern post office employs married people (7)
 21 Letter carrier mutilated

DOWN

- 1 Trembling, aunt groans, "Apes" (10)
 2 Pick up eel swimming with energy around tub (7)



- stamp? No (7)
 22 Laughter at reception in
 copper's country home (7)
 24 Cleanse cup in
 acid (5)
 26 Some deer sleep soundly? (4)

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 40

1E	2K	3O	4R	5C		6M	7V	8I	9E	10T		11F	12U	13A	14O		15R	16A	17L		18N
19I		20L	21M	22C	23G	24T		25K	26V		27O	28L	29N		30U	31D	32O	33Q	34R	35A	36M
	37U	38I		39K	40S	41O	42B	43G		44L	45Q	46A	47R	48B	49J		50Q	51U		52N	53F
	54K	55Q	56O	57R		58P	59B	60D	61Q	62L	63A		64U	65R	66O		67O	68G	69M	70F	71A
	72R	73U		74L	75J	76S	77Q	78P		79M	80G	81F		82R	83L	84Q	85S		86U	87M	88O
89D	90V		91K	92H		93Q	94O	95S		96A	97F	98R	99J	100L	101Q	102G		103M	104A	105U	
106S	107R	108O		109J	110U	111K		112B	113A	114M	115F	116H		117O	118Q		119T	120A		121A	122M
123J		124K	125R	126B	127E	128L	129O	130H		131Q	132P	133T	134M		135L	136O		137A	138F		139N
140C	141U	142L	143E	144O	145A		146U	147T	148M	149F	150L	151R	152H		153D	154A	155E	156B	157N	158K	159U
160L	161P		162M	163V	164A		165K	166O	167I	168J		169C	170V	171U	172M	173T	174F	175D			

- | | |
|--|---|
| <p>A. Jamie Lee Curtis/Richard Lewis sitcom (3 wds.)</p> <p>B. All-time high score</p> <p>C. River forming part of the Germany-Poland border</p> <p>D. Proprietor</p> <p>E. More up-to-date</p> <p>F. 1972 Allman Brothers album (3 wds.)</p> <p>G. Brutish human encountered by Gulliver</p> <p>H. Largest city on the Seward Peninsula</p> <p>I. Melville novel, Polynesian for "rover"</p> <p>J. Word indicating a hit in fencing</p> <p>K. Basic board of carpentry (hyph.)</p> | <p>L. Home run leader for the Mets in 1989 (2 wds.)</p> <p>M. Shaw play set in Bulgaria (4 wds.)</p> <p>N. First odd prime number</p> <p>O. Hank Williams hit of 1952 (3 wds.)</p> <p>P. Had debts</p> <p>Q. Berle's TV nickname (2 wds.)</p> <p>R. Point of vulnerability (2 wds.)</p> <p>S. Soft, napped leather</p> <p>T. Geisha's robe</p> <p>U. Major league baseball's first black umpire (2 wds.)</p> <p>V. Sag from weakness</p> |
| <p>16 120 71 121 154 35 104 63 96</p> <p>137 164 46 113 13 145</p> <p>156 48 42 59 112 126</p> <p>140 5 22 169</p> <p>60 153 89 175 31</p> <p>143 155 1 9 127</p> <p>53 70 81 97 138 115 149 174 11</p> <p>102 23 43 68 80</p> <p>92 116 130 152</p> <p>167 8 19 38</p> <p>49 75 168 99 109 123</p> <p>165 54 2 124 111 158 91 25 39</p> | <p>83 100 74 142 160 17 44 128 28</p> <p>62 20 135 150</p> <p>162 6 114 36 172 21 69 87 122</p> <p>134 148 103 79</p> <p>18 52 139 157 29</p> <p>108 129 3 56 144 166 14 41 67</p> <p>117 136 94 32 88 66 27</p> <p>132 58 161 78</p> <p>45 101 131 33 55 118 50 77 93</p> <p>61 84</p> <p>107 151 15 47 98 34 57 82 72</p> <p>125 65 4</p> <p>106 76 95 85 40</p> <p>24 119 133 147 173 10</p> <p>73 141 171 110 30 37 12 86 64</p> <p>51 159 146 105</p> <p>90 163 7 170 26</p> |

The four answers to each numbered set below have something in common. To discover what, fill in the blanks to complete the words reading across. The letters you put in the blanks, taken in order from left to right, must also spell shorter words. These shorter words will all be members of the same category. For example, the first word in set #1 is POTLUCK, with the shorter word being POLK. The remaining three shorter words in #1 will also be names of presidents. Getting one answer in a set will help you get the others, but breaking into a set can be tricky. A score of four or more sets is excellent. Only word geniuses will solve all six.

ANSWERS, PAGE 35

1. P O T L U C K
_ E _ _ T R E N _ _ _ _
S _ E _ D _ A S _
_ _ _ E _ A K _ _
2. E _ _ _ I N A T _
_ _ _ _ I A N C _
_ R _ D _ T O _
_ E T R O _ E _ _
3. C O _ P _ _ I _ O N
_ _ _ _ _ A T I O _
C A _ _ R _ O _ _
_ O L _ _ _ I _ N
4. _ _ _ D R _ L _ I O N
P _ _ _ A T _ O _
B _ L L I _ E _ _ N _
G _ _ _ _ S T O _ E
5. _ _ _ _ N G R O _ _ R
_ _ A G R _ _ _ _
_ M M O R _ _ _ I T _
I N _ _ I R _ T _ O _
6. E I _ H T F _ _ _
_ L O D H _ _ _ _ _
_ M P _ _ V I _ G
_ _ M O N _ _ E

THE WORLD'S MOST ORNERY CROSSWORD

BY TRIP PAYNE

Word Tour

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

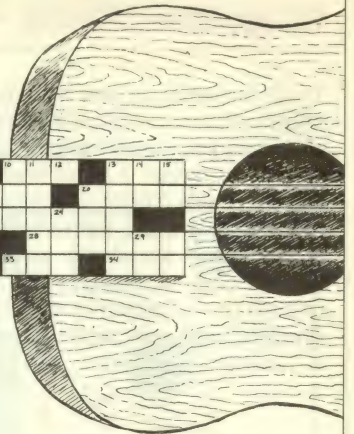
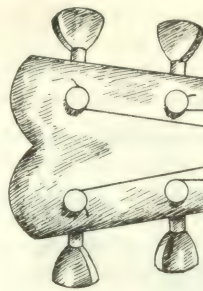
HARD CLUES ★★★

ACROSS

- | | | |
|-------------------------------------|-----------------------------------|---|
| 1 Cabin warmer | 64 Scratches (out) | 118 Where to get down? |
| 10 Kicks off | 66 Place for a Dickensian cricket | 120 Szechwan's counterpart |
| 16 Demoted | 67 Sylvester's movie wife | 122 Mark "PAID" |
| 22 Bikini alternative | 68 Fall into old habits | 125 Covered breezeway |
| 23 Not authentic | 70 FedEx rival | 129 Wrong |
| 24 Three Rivers Stadium team | 73 "She's a Lady" writer | 130 The most famous single word in film, according to Roger Ebert |
| 26 Tart dessert | 74 Openings | 134 Standard-bearer's flags |
| 28 Oriental appetizers | 76 "___ Ice" (Foreigner song) | 136 "Oh, Otto!" |
| 30 A, B, C, etc. | 77 Wilson's predecessor | 137 Splutter |
| 31 Broad, stiff neckwear | 79 Lobster's coral | 138 Like "pre-" and "-ize" |
| 33 Long, fluffy neckwear | 80 Cataclysmic beginning | 139 Tourist's car |
| 34 Kid's spinner | 81 Inferior | 140 Refer to a source |
| 35 Being, to Sartre | 82 Lens cap? | 141 45-inch unit |
| 36 <i>Mikrokosmos</i> composer | 83 Half a Seneca saying | 142 Mr., in Madras |
| 37 Leak, as toxic waste | 85 Sidekick | 143 Jalopy |
| 39 Computer command | 86 "There's nothing more" | 145 Crone |
| 40 Ocasek of the Cars | 88 Locating | 147 Got serious |
| 41 Fortunetelling indicator | 89 In ___ (positively) | 150 <i>Monsignor</i> star |
| 43 They stay in their beds | 93 Chekhov's trio | 152 Like doctors' gloves |
| 44 Honorary Oscar winner of 1991 | 96 MDX/X | 153 Exactly |
| 45 Mighty dry | 97 Dictator's assistant | 154 <i>Cinderella's</i> Alberghetti |
| 47 Damascus ruler | 98 Instruments for Ma | 155 Alka-Seltzer's spokesman |
| 49 Word on Wisconsin license plates | 99 Grass of fiction | 156 Pluses |
| 51 Like some skirts | 100 Race division | 157 <i>Cousins</i> star |
| 53 Stiff | 101 Aardvark tidbit | |
| 55 Loy and others | 102 Beat, barely | DOWN |
| 56 Ouija board word | 103 Tender | 1 Coffee with "crystals" |
| 57 Porter's kin | 104 Come up with | 2 Subject of Newton's first law |
| 59 Find irresistible | 106 See 37-Across | 3 Make another parade |
| 62 Homecoming guest, for short | 108 <i>Hair</i> hairstyle | 4 Archilochus poem |
| | 109 ___ mind (agreed) | 5 Needle source |
| | 110 Clean, in a way | 6 Moon buggies |
| | 111 Fleet and Baker: Abbr. | 7 Expert |
| | 114 Walk on by | 8 Life, for one |
| | 116 Ethnic insult | |

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK
UNTIL YOU READ
PAGE 35!



EASY CLUES ★

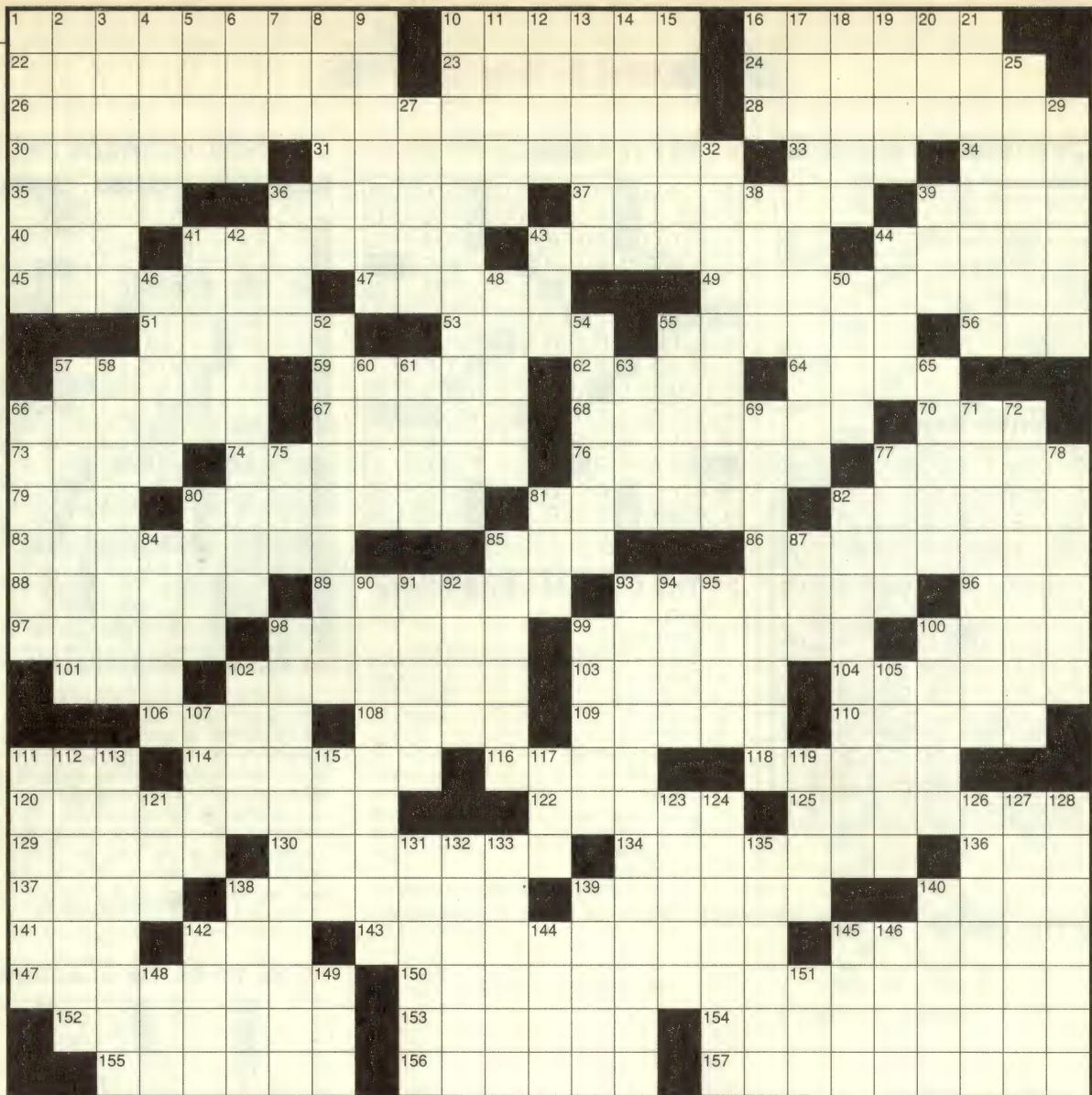
ACROSS

- 1 Where a log is burned
10 Begins
16 Humiliated (oneself)
22 Solid bathing suit
23 Not actual (RAILER anag.)
24 Buccaneers
26 Citrus bakery product: 3 wds.
28 Chinese restaurant appetizers: 2 wds.
30 A+ and F, for example
31 British student's shirt feature: 2 wds.
33 Constricting snake
34 Bottle lid
35 *Raison d'*____
36 Hungarian composer Béla
37 Leak, as honey from a jar: 2 wds.
39 Rescue
40 Ending for "bishop"
41 Oolong-brewing remnant: 2 wds.
43 Brooks
44 *Two Women* star Sophia
45 Of the African desert
47 Syria's President Hafez al ____
49 "America's ____" (Wisconsin nickname)
51 Impaled with horns
53 Puritanically proper
55 Actress Loy and namesakes
- 56 "For sure!"
57 Plump
59 Idolize
62 Astringent compound (MAUL anag.)
64 ____ out a living (just gets by)
66 Floor in front of 1-Across
67 *Rocky* actress Shire
68 Return of an illness
70 ____ and downs
73 Singer/songwriter Paul
74 Introductions
76 As ____ ice: 2 wds.
77 English wasteland
79 Fish eggs
80 Explosive beginning of the universe: 2 wds.
81 *Children of a ____ God*
82 Part of the eye
83 ____, *vita brevis*: 2 wds.
85 Chum
86 "____, folks!" (Porky Pig line): 2 wds.
88 Picking a location for
89 Highest suit in bridge
93 Latoya and Janet Jackson, for example
96 151, Roman-style
97 Shorthand taker, for short
98 Large string instruments
99 German author Grass
100 Warm up
101 Picnic-invading insect
102 Defeat by a narrow margin: 2 wds.

- 103 Make a bid
104 Think
106 Permeate (through)
108 Bushy hairstyle
109 "Six ____, half a dozen ...": 2 wds.
110 Clear the slate
111 Avenues: Abbr.
114 Move by: 2 wds.
116 Speak drunkenly
118 Downy duck
120 Language spoken in Hong Kong
122 Envelope sticker
125 Gentle pace
129 "____ is as good as a mile": 2 wds.
130 Citizen Kane's dying word
134 Small flags (DOUSING anag.)
136 German cry
137 Fury
138 Like word beginnings and ends (FAIL FAX anag.)
139 Car from Hertz
140 Quote a source
141 Building wing
142 ____ Lanka
143 Noisy, broken-down car
145 Old hag (AMBLEM anag.)
147 Grew less shallow
150 *Superman* star: 2 wds.
152 Free of germs
153 Suit ____ (fit perfectly): 3 wds.
154 Actress Alberghetti: 2 wds.
155 Swift-moving
156 Good qualities
157 *Cheers* actor: 2 wds.

DOWN

- 1 Instant coffee brand
2 Sluggishness
3 Join a second parade
4 Horace poem (DEEP O anag.)
5 Evergreen tree
6 NASA's lunar vehicles
7 Highest card
8 Chex or Cheerios
9 Ethiopian province (AIR TREE anag.)
10 Harbinger that winter's over: 3 wds.
11 Pickup or semi
12 Mars: Prefix
13 Write another storyline
14 Person who suits you?
15 Slimy person
16 Gorilla
17 Bette Midler/Lily Tomlin movie: 2 wds.
18 Criminal jargon
19 ____ Lee (cake brand)
20 World War II theater: Abbr.
21 Ejected electron: 2 wds.
25 Yugoslavian native (E NOVELS anag.)
27 "I'm ____ dumb as I look": 2 wds.
29 Uses one's money
32 Not built to order
36 Poison
38 Actor Sharif
39 Old ____ (the sun)
41 Popular game fish
42 Resident of our planet
43 Reagan's "Star Wars" program: Abbr.
44 Subside, as a disease (LYES anag.)
46 Old Greek marketplace
48 Regions
50 Gather leaves
52 Easy-access computer programs
54 Writer Proust
55 Ponders
57 Spanish lass
58 Rests for a while: 2 wds.
60 Ernst's art style
61 Actor Ken of *thirtysomething*
63 Cancer-Virgo go-betweens
65 Legal plaintiffs
66 Pester
69 Last movie in a trilogy: 2 wds.
71 Cure-alls
72 Star-shaped (TALL TEES anag.)
75 Omelet ingredient
77 Have the ____ for (desire)
78 Rock salt (HEAL IT anag.)
80 Sonny ____ (Cher's ex)
81 ____ Vegas
82 Ranted and raved: 2 wds.
84 Pocket fuzzes
85 Italian pasta sauces (POSSET anag.)
87 ____ *Haw*
90 Start of Oliver Twist's request: 2 wds.
91 High up
92 Gloomy
93 Advocates of women's vote
94 Facts, for short
95 British gun (NETS anag.)
98 *David ____* (Dickens book)
99 Die, as a fire: 2 wds.
100 Core
102 Light-filling gas
105 Sediment
107 Swelled heads
111 Frightened
112 Mexican meat snacks
113 Rich Hall's "new words" (GLISTENS anag.)
115 ____ now (from this point on): 2 wds.
117 '60s hallucinogen
119 Matinee hero
121 Mao ____-tung
123 Writer Saki's real name
124 Sound of little feet
126 ____ of the *Lost Ark*
127 Mexican Nobelist Paz
128 Find ____ (take an average): 2 wds.
131 Win-and-place bet
132 Excessive sentimentality
133 Extremists
135 Writer du Maurier
138 Golfer Palmer's nickname
139 Bowling alley button
140 Spotless
142 Withered
144 Word in some beer names
145 Small nail
146 Columnist Bombeck
148 Vigor
149 Actress Susan of L.A. *Law*
151 Conclusion



ANSWER, PAGE 40

HARD CLUES (CONTINUED)

- | | | | | | |
|--------------------------------|---|--|------------------------------------|--|--------------------------------------|
| 9 Province on the Red Sea | 32 Off-the-rack | 57 Monterrey miss | 78 Clean-cleaving salt | 100 Tin Man's lack | 128 ___ Season (Kurt Russell movie) |
| 10 Robin, e.g. | 36 Kryptonite, to Superman | 58 Rests | 80 U2 singer | 102 It glows red | 131 OTB option |
| 11 Dealings | 38 Persian poet | 60 Art movement whose name means "hobby horse" | 81 Nearly half of "Deck the Halls" | 105 Least desirable part | 132 Mawkishness |
| 12 Martian's prefix | 39 G's alias | 61 Lena of <i>Enemies—A Love Story</i> | 82 Continued | 107 They may clash | 133 Extra-king-size cigarettes |
| 13 Graph over | 41 Rainbow, e.g. | 63 Midsummer babies | 84 Cotton gin wastes | 111 Quaking | 135 Nymph turned into a laurel |
| 14 One who may give you fits | 42 Captain Kirk, e.g. | 65 Ones with grievances | 85 Basil-flavored sauces | 112 South-of-the-border snacks | 138 Corbin's L.A. Law role |
| 15 Slimeball | 43 Subject of some NASA payloads | 66 Hound | 87 Half a rural TV show | 113 Humorous word coinages | 139 Daylight Savings Time verb |
| 16 Galoot | 44 Break down, as bacteria | 69 The 3-D <i>Friday the 13th</i> | 90 Start of Oliver's request | 115 Beginning at | 140 Mop or sponge |
| 17 CEO's world | 46 Hundredth of a shekel | 71 Quack's wares | 91 In the air | 117 "Acid" | 142 Gobi-like |
| 18 Underworld tongue | 48 Compasses | 72 Radiating from a point | 92 Morose | 119 "Cradle of Love" singer | 144 Lo-cal |
| 19 Actress Mia | 50 Libertine | 75 Halloween missile | 93 Anthony's followers | 121 <i>Four Quartets</i> poet's monogram | 145 Janet's <i>Rocky Horror</i> beau |
| 20 DDE's command | 52 Digital directories | 77 Intense attraction, with "the" | 94 Poop | 124 Rain-on-the-roof sound | 146 <i>Cope Book</i> aunt |
| 21 Low-level electron emission | 54 <i>Remembrance of Things Past</i> narrator | | 95 Brit's carbine | 126 Super Bowl XVIII winners | 148 Zing |
| 25 Ljubljana citizen | 55 Sweetens the ale | | 98 Dora Spenlow's married name | 127 Nobel-winning writer Paz | 149 Tunisian ruler |
| 27 "... say, ___ I do" | | | 99 Win at gin | | 151 Purpose |
| 29 Uses up | | | | | |

PENCILWISE CONTINUES ON PAGE 42.

GAMES AUGUST 1991

37

1. Make up for lost time
2. Put up your dukes
3. Play it by ear
4. Make a clean breast of it
5. Shoot the works
6. Beat the rap
7. Pump up the volume
8. Stick to your guns
9. Sock it to me
10. Roll with the punches
11. Fly off the handle

V	I	O	L	A	T	E	A	M	S	T	E	R
D	E	C	O	N	T	R	O	L	L	A	D	D
E	D	D	I	E	S	P	A	N	D	O	R	A
T	E	S	T	I	N	G	E	S	T	E	E	M
S	T	A	L	K	I	N	G	D	A	M	N	S
A	R	M	A	D	I	L	L	O	M	E	A	T
B	O	G	I	E	S			I	M	P	A	L
E	V	I	C	T	I	O	N	S	E	D	I	T
B	A	N	A	L	I	T	Y	P	R	O	N	E
A	C	E	R	B	M	I	L	D	E	W	E	D
B	A	S	E	M	A	N	R	U	S	S	I	A
M	I	N	U	T	E	P	R	E	G	A	M	E
A	D	A	M	S	S	E	R	G	E	A	N	T

S	T	A	G		B	A	S	I	C		S	H	A	G
T	E	L	L		B	A	S	T	R	O		T	E	L
U	P	T	O		S	H	E	E	N			R	I	P
D	E	A	R	D	E	E	R		T	H	A	R		
S	E	R	I	A	L	S		B	R	U	I	S	E	S
				A	M	I		B	R	A	G	G	A	R
V	E	T		S	N	O	R	E		S	H	I	R	E
I	R	I	S		E	D	I	T	H		T	R	O	P
C	O	M	E	T		E	N	T	E	R		S	R	S
A	D	E	Q	U	A	T	E		P	I	C			
R	E	T	U	N	E	S		S	T	O	O	G	E	S
			H	O	A	R		M	E	A	T	M	E	E
M	A	Y	I				A	L	O	N	G		M	E
I	R	M	A		T	O	R	S	O		A	S	I	A
T	E	E	S		E	A	T	E	N		S	E	E	D

1. Ballpark
2. Chain gang
3. Ballpoint pen
4. Chain letter
5. Ball bearing
6. Chainsaw
7. Chain mail
8. Ballpeen hammer
9. Chain smoker
10. Ballroom
11. Chain of command
12. Ball boy *or* ball girl
13. Chain store
14. Chain reaction

[illegible]

The piece not stolen was the bowl on the table at right (though the thief apparently mistook it for an ashtray and left cigarette butts in it). The other pieces were incorrectly forged as follows (from left to right): the swordsman has no sword; Cupid has shot his arrows; Franklin is not wearing glasses; the soup is Tomato instead of Chicken Noodle; the face on the urn is smiling instead of frowning; the banana is peeled; the woman's hands are crossed differently; the abstract pattern goes in the wrong direction; the girl is holding a puppy instead of a kitten; the Thinker is on a different pedestal; the carriage is facing the wrong direction; the man's tie is gone.

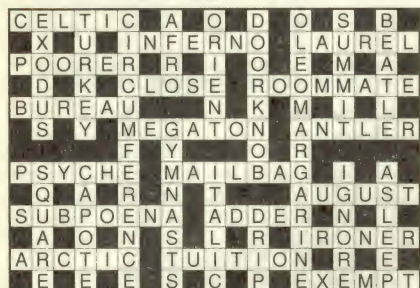
O	P	T		O	D	D		S	N	O		D	D	E
A	A	H		T	E	E		P	O	L	A	R	I	S
S	K	I		H	A	N	D	A	N	D		F	O	O
T	I	N	K	E	R	T	O	Y		E	R	O	D	E
	S	K	I	R	T		U	S	E		A	P	E	S
S	T	U	D		O	R	B		O	B	I			
L	A	P	E		A	L	A	N	A	D	A	L	E	
O	N	O		R	E	V	E	R	S	E		L	E	S
W	I	N	D	S	W	E	P	T		R	I	T	A	S
			I	T	E		L	E	D		R	E	P	O
L	A	N	G		S	E	A		A	M	O	R	Y	
A	L	O	E	S		M	Y	C	H	A	N	C	E	S
H	I	T	S	T	H	E	S		I	L	K		A	A
T	A	S	T	I	E	R		T	I	E		T	R	Y
I	S	O		R	E	Y		E	A	R		E	S	

1. Solder, mousse, prism, prosper, descent
2. Niche, tenth, ushers, where, bushy
3. Carousel, lawfully, darling, party, flourish
4. Suave, statue, cruises, praise, auctions
5. Olive, coronets, boring, opals, thorough
6. Tirade, applies, conifer, patient, simile
7. Diverse, ceases, creates, stamped, secrete
8. Robust, bothers, superb, garbage, sable
9. Carpet, plaid, pinto, poplar, particle
10. Lawyer, wholly, sewed, wand, whose
11. Maxim, foxes, external, flux, axle
12. Faculty, radical, credo, witch, crayon
13. Finger, resigns, regal, purge, rugged
14. Manager, palace, indicated, deaf, replay
15. Brought, country, morose, genre, sturdy
16. Knead, monkey, skew, fakir, lacking

JUKEBOX COVER

- | | |
|-----------------|-------------------|
| A1. Pie | A6. Cake |
| B1. Submarine | B6. Cream; Coffee |
| A2. Apple Cider | A7. Sugar |
| B2. Beer | B7. Roll |
| A3. Wine | A8. Honey |
| B3. Shake | B8. Hero |
| A4. Onions | A9. Soup |
| B4. Corn | B9. Mashed Potato |
| A5. Tea | A10. Jambalaya |
| B5. Turkey | B10. Chicken |

27 SPLIT ENDS



The clue parts for each answer are as follows:
 8 = 6 + 2; 13 = 3 + 10; 19 = 14 + 5; 28 = 16 + 12; 29 = 9 + 20; 36 = 25 + 11; 42 = 7 + 35; 44 = 27 + 17; 46 = 38 + 8; 47 = 18 + 29; 53 = 49 + 4; 55 = 13 + 42; 58 = 19 + 39; 59 = 1 + 58; 64 = 34 + 30; 68 = 31 + 37; 71 = 50 + 21; 72 = 40 + 32; 73 = 28 + 45; 77 = 24 + 53; 79 = 57 + 22; 80 = 15 + 65; 85 = 23 + 62; 89 = 33 + 56; 90 = 46 + 44; 91 = 55 + 36; 92 = 41 + 51; 93 = 26 + 67; 99 = 52 + 47; 106 = 43 + 63; 108 = 48 + 60; 113 = 54 + 59; 127 = 66 + 61; 132 = 64 + 68.

28 WACKY WORDIES

- Leave no stone unturned
- Foot in the door
- Go on a double-date
- Green with envy
- Look me square in the eye
- Broken promise
- Pull up alongside the curb
- Excuse me
- High-grade performance
- Take on a big job
- Split the difference
- He came out of nowhere
- Wait on hand and foot
- Suit to a T
- Know it forward and back
- A period in history
- Crooked lawyer
- Get up on the wrong side of bed
- Sign on the dotted line
- Disorderly conduct

42 ARTIFICIAL INTELLIGENCE

- | | |
|--------------|--------------|
| 1-I, glasses | 6-H, light |
| 2-G, bow | 7-D, compass |
| 3-A, muffler | 8-B, pin |
| 4-K, tape | 9-F, pipe |
| 5-J, float | |

45 TIME AFTER TIME

- c (1859), b (1889), a (1937)
- a (1937), c (1960), b (1982)
- b (1959), c (1966), a (1984)
- b (1920), a (1934), c (1943)
- a (1862), c (1894), b (1917)
- a (1945), b (1951), c (1973)
- b (1922), c (1933), a (1973)
- c (1903), a (1921), b (1948)
- a (1844), b (1898), c (1941)
- b (1896), a (1929), c (1936)
- b (1929), c (1941), a (1970)

26 CRYPTOLISTS

1. FIRST INITIAL PEOPLE

F. Scott Fitzgerald
 J. Edgar Hoover
 C. Everett Koop
 L. Ron Hubbard
 F. Lee Bailey
 G. Gordon Liddy
 L. Frank Baum
 F. Murray Abraham
 T. Boone Pickens
 J. Paul Getty

2. PRESIDENTIAL PERKS

Air Force One
 Press Secretary
 Camp David
 Oval Office
 "Hail to the Chief"
 Red carpet
 Inaugural ball
 Secret Service
 Official portrait
 Hot Line

3. ITEMS BOUGHT IN PAIRS

Bookend
 Candlestick
 Pillowcase
 Earring
 "D" battery
 Contact lens
 Walkie talkie
 Stereo speaker
 Nightstand
 Hostess Twinkie

4. PAINT SHADES OF BROWN

Ceramic Beige
 Sahara Sand
 Cocoa Bean
 Irish Cream
 October Leaves
 India
 Chocolate Shake
 Frosty Toffee
 Fudge
 Cherokee Tan

5. ALLITERATIVE ALLURE

Brigitte Bardot
 Beach Boys
 Blues Brothers
 Bolshoi Ballet
 Bye Bye Birdie
 Busby Berkeley
 Betty Boop
 Boston baked beans
 Brooklyn Bridge
 Bugs Bunny

6. MYSTERY LISTS

(Things that are marked)
 Police cars
 Cheater's deck
 Crosswalk
 Prices
 Fire exits
 "The spot"
 Borders
 Heavy accent
 Ransom money
 Final exams

30 PICTURE TRAIL

The trail is as follows: Steamroller; roller skate; skateboard; Boardwalk; Walkman; manhole; hole punch; punch card; card table; tablespoon; spoon-bill; billfold; foldout; outhouse; housefly

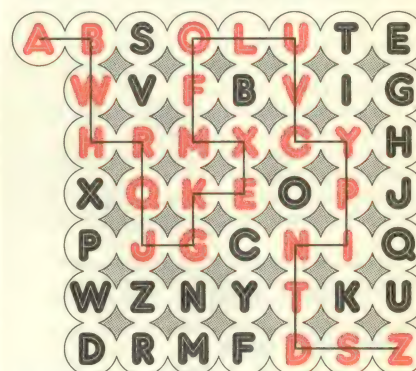
29 ORDER, PLEASE



32 POLISH YOUR WITS

1. ABSOLUTELY AMAZING

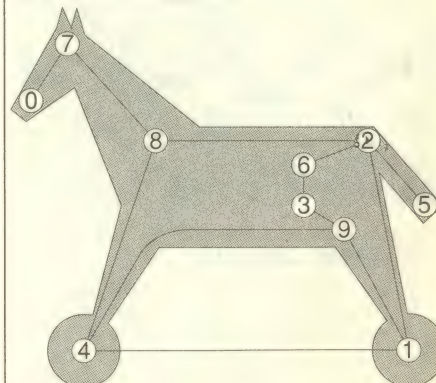
The route is shown:



2. ORDERLY ADDITION

74
 63
 752
 + 641
 1530

3. THE TROJAN HORSE



FAKE AD

The Fake Advertisement announced in the Table of Contents was for FLAVO-PENCIL® and appeared on page 55. Copy written by Lou Kesten. Photograph by Carl Walzer.

34 DOUBLE CROSS

- | | |
|----------------------|---------------------|
| A. ANYTHING BUT LOVE | M. ARMS AND THE MAN |
| B. RECORD | N. THREE |
| C. ODER | O. YOUR CHEATIN' |
| D. OWNER | P. HEART |
| E. NEWER | Q. OWED |
| F. EAT A PEACH | R. UNCLE MILTIE |
| G. YAHOO | S. ACHILLES HEEL |
| H. NOME | T. SUEDE |
| I. OMOO | U. KIMONO |
| J. TOUCHE | V. EMMETT |
| K. TWO-BY-FOUR | ASHFORD |
| L. HOWARD JOHNSON | DROOP |

Would Romeo have had to [sneak] up the trellis to reach Juliet if he were wooing her today? He would not. She'd stand on the balcony and say, "Hey, Romeo, I'm in the bedroom—come on up." ... Romance, Romance, wherefore art thou, Romance?—A(ndy) Rooney, *Not That You Asked*

35 COMMON STOCK

- Presidents: Polk (potluck); Harding (heart-rending); Taft (steadfast); Carter (caretaker)
- Fruits: lime (eliminate); apple (appliance); pear (predator); plum (petroleum)
- Planets: Mars (comparison); Saturn (saturation); Venus (cavernous); Pluto (pollution)
- Birds: quail (quadrillion); robin (probation); egret (belligerent); raven (gravestone)
- European countries: Greece (greengrocer); France (fragrance); Italy (immortality); Spain (inspiration)
- Metallic elements: gold (eightfold); copper (clod-hopper); iron (improving); lead (lemonade)

35 WORD TOUR

FIREPLACE STARTS ABASED
ONEPIECER IRRREAL PIRATES
LEMONMERINGUEPIE EGGROLLS
GRADES EITONCOLLAR BOA TOP
ETRE BARTOK OOZEOUT SAVE
RIC TEAL EAF STREAMS LOREN
SAHARAN ASSAD DAIRYLAND
GORED PRIM MYRNAS YES
STOUT ADORE ALUM EKEKES
HEARTH TALIA RELAPSE UPS
ANKA LEADINS COLDAS HEATH
ROE BIGBANG LESSER CORNEA
ARSLONGA PAL THATSALL
SITTING SPADES SISTERS CLI
STENO CELLOS GUNTHER HEAT
ANT NOSEOUT OFFER IDEATE
SEEP AFRO OFONE ERASE
STS GOPAST SLUR EIDER
CANTONESE STAMP DOGTROT
AMISS ROSEBUD GUIDONS ACH
RAGE AFFIXIAL RENTAL CITE
ELL SRI RATTLERAP BELDAM
DEEPENED CHRISTOPHERREEVE
STERILE TOATEE ANNAMARIA
SPEEDY ASSETS TEDDIANSON

60 NAME CHAINS

- Rudy Vallee (Howdy Doody; Sally Field)
- Martin Sheen (Dolly Parton; Gene Wilder)
- Thomas Paine (Lorenzo Lamas; Jane Pauley)
- Paul Newman (Arsenio Hall; Truman Capote)
- Grace Kelly (Chevy Chase; Telly Savalas)
- Doris Day (Chuck Norris; Mae West)
- Noel Coward (Billy Joel; Howard Cosell)
- Bruce Willis (Mother Goose; Phyllis Diller)
- Gary Hart or Mary Hart (Deborah Harry; Bart Simpson)
- Steve Lawrence (Christopher Reeve; Florence Joyner)
- Vanna White (Daryl Hannah; Dwight Eisenhower)
- Sean Penn (Goldie Hawn; Glenn Close)

WILD CARDS

57 TOKEN STATES

The list contains the states appearing in the names of avenues (for example, Vermont Avenue) on a Monopoly board in the order they're encountered traveling around the board.

57 MIXED CHARACTERS

- | | | |
|----------|-------------|----------|
| 1. 221-B | 7. B52 | 12. 3M |
| 2. W-2 | 8. QE2 | 13. 10 K |
| 3. K-2 | 9. R2-D2 or | 14. V-8 |
| 4. AK-47 | C-3PO | 15. K-9 |
| 5. UB40 | 10. PT 109 | |
| 6. U2 | 11. A.1. | |

57 PERSON, PLACE, OR THING

- Thing (plant of the lily family)
- Thing (Germany's lower legislative house)
- Place (city on China's Yangtze River)
- Person (ancient courtier forced to dine under a dangling sword)
- Place (hill of Calvary, where Christ was crucified)
- Place (capital of Afghanistan)
- Person (last king of Hawaii)
- Person (Egyptian king who had the Great Pyramids built)
- Place (capital of Malawi)
- Thing (particle that may be the basis of all matter)
- Person (French satirist)
- Thing (Islamic month of fasting)
- Place (region of ancient Greece)
- Person (16th century Venetian painter)
- Thing (the slash character "/" in printing)

57 SHIFTY BUSINESS

It can be done in 12 moves. First, slide the tile in the center of the right column (the "north" arrow) into the empty square. Second, slide all three tiles in the bottom row counterclockwise one space each. Third, starting with the tile in the center of the left column (the "northeast" arrow), slide all border tiles one square counterclockwise, leaving only the center tile unmoved. Finally, slide this tile (the "north" arrow) down into the center of the bottom row.

57 MOONSONG

From innermost moon to outermost, the numbers of rings were: 4, 2, 5, 1.

57 A WALK ON THE WILD SIDE

The man started at a point less than 10 miles from the North Pole. First he headed north and walked 10 miles, passing over the Pole and continuing for some distance. Then he turned around, headed north again, and walked 10 more miles, traveling over the Pole and ending up where he started.

58 AT LOOSE ENDS

Our answers are as follows (yours, of course, may differ): D-heard, E-wore, G-hung, K-sank, L-fell, M-swam, N-ran, S-was, T-thought, W-drew, and Y-lay. The familiar but archaic answer is: H-quoth.

58 WORD BREAKS

- | | |
|-------------|-------------|
| 1-c, DINGO | 5-h, SALAMI |
| 2-d, DESK | 6-f, APE |
| 3-b, TABLET | 7-a, RIFE |
| 4-g, COULD | 8-e, TOT |

58 PRIME INTEREST

8	6	4
2	5	1
7	3	9

58 COMIC PERFORMANCES

Part 1: Movies

- Superman
- Dick Tracy
- Popeye
- Batman
- Supergirl
- Flash Gordon
- Blondie
- (Little Orphan) Annie
- Li'l Abner

Part 2: TV

- Dennis the Menace
- Wonder Woman
- The Flash
- The Incredible Hulk
- Hazel

58 SLAM BANG

Although the contract now appeared hopeless, Goren found a creative solution by imagining a lie of the cards that would permit him to make the hand. He cashed the ace of spades and led his low spade, finessing dummy's 10! When that held, he led the king of clubs, discarding his king of spades. West was now on lead, but with nothing but black cards had to put Goren back in the dummy, so that he could discard both his losing diamonds on the queen of clubs and queen of spades.

West	East
♠ J 8 7 6 5	♠ 9 3
♥ J	♥ 10 5 3
♦ 8	♦ Q 10 9 4
♣ A 10 9 7 3 2	♣ J 6 5 4

58 QUICK READS

- Vanity Fair
- Rabbit, Run (or Rabbit Redux)
- A Farewell to Arms
- Look Homeward, Angel
- Mutiny on the Bounty
- The Charge of the Light Brigade
- The Catcher in the Rye
- On the Beach

58 FASHION STATEMENTS

Alice had nine dresses, Brenda had six, and Claudia had five.

58 C STARS

- Charlie Chaplin
- Connie Chung
- Calvin Coolidge
- Chevy Chase
- Cesar Chavez
- Christopher Columbus
- Cab Calloway
- Chubby Checker
- Carol Channing
- Craig Claiborne
- Cyd Charisse
- Chuck Connors
- Claudette Colbert
- Charlie Chan
- Christina Crawford

8 TAKE ME OUT TO THE BALLGAME

Getting On

The three who reached base were sixth, seventh and eighth in the batting lineup. The Gnat who got the hit, who batted before two others (clue 3), was sixth. The one who reached base on an error and batted before another (clue 1) was seventh. It then follows that: the eighth batter—who, by elimination, was the one who reached base on a walk—was Eb (clue 1); Skid was the seventh batter; and Chopper was the last name of the eighth batter Eb (clue 3). Also by elimination: the first name of the sixth batter was Wayne—whose last name was not Fanning (clue 2), but Buntsman; and Skid's last name was Fanning. In summary,

Wayne Buntsman, sixth, hit
Skid Fanning, seventh, error
Eb Chopper, eighth, walk

Dining Outs

Fanatico bought a different refreshment from a different vendor at the end of the six (of the first nine) innings in which the Grackles left the bases loaded. The six innings, which included neither the first (clue 5) nor any three consecutive innings (clue 1), were necessarily the second, third, fifth, sixth, eighth, and ninth innings. MacClout made the last out in the fifth inning, so the innings for the two vendors who preceded this out—Sweetie and the one who sold Crackerjacks—were the second and third (clue 2). The earliest two innings that could have been ended by Rubout, which included neither the third (clue 1) nor the fifth (clue 2), were the second and the sixth: hence, the first of the two liquid refreshments (beer and Coke) were bought no *earlier* than the sixth inning (clue 4). Since the inning for the beer was no *later* than the sixth (clue 3), it was the sixth, and Rubout made the last outs in the second and sixth innings. The innings for the Baby Ruth bar and the vendor named Slather were the eighth and ninth (clue 3); the refreshment bought from Slather was the Coke (clue 4). By the refreshments already assigned, the inning for the hot dog was the second, third, or fifth: since the last out in this inning was made by Whiplash (clue 7), it was neither the second (clue 4) nor the fifth (clue 2), but was, by elimination, the third. It then follows that the inning for the Crackerjacks vendor was the second and that Sweetie was the hot dog vendor (clue 2); the fifth inning snack, by elimination, was peanuts. Bitta's inning, which preceded that of two vendors not yet assigned innings and was not the second (clue 2), was, by elimination, the fifth inning: Shellene was the sixth-inning vendor and Slake the eighth-inning vendor (clue 6). By elimination, the name of the second-inning vendor was Fizz. In summary,

Second inning: Crackerjacks, Fizz
Third inning: hot dog, Sweetie
Fifth inning: peanuts, Bitta
Sixth inning: beer, Shellene
Eighth inning: Baby Ruth bar, Slake
Ninth inning: Coke, Slather

Odds-On Favorites

The nine players in the Odds-Ons' lineup all wore different odd numbers from 1 to 49. The numbers for the catcher and pitcher were 11 and 33 (clue 1c). The possible numbers for the infielders were 5, 25, 35, 7 and 49 (clue 1a) and (since the number 33 has already been accounted for) for the outfielders were 3, 9, 27 and 39 (clue 1b). The catcher's number, which was larger than only two others' (clue 2), was smaller than six others': since the only possible numbers larger than 33 are 35, 39, and 49, the catcher's number was 11 and the pitcher's number was 33. The only possible number for the shortstop that is not a perfect square and is *more* than five times another infielder's number is 35, the first baseman's number was 5, Chico's number was 3 (clue 4), and Chico was an outfielder. Since the two numbers smaller than the catcher's are now accounted for, the other two infielders' numbers were 25 and 49, and the other two outfielders' numbers were 27 and 39; Chico's last name was Goodglove, and Looo was the first baseman (clue 2). The pitcher (#33) batted ninth. The catcher (#11) batted ahead of the only two players with numbers smaller than his (#3 and #5) and did not bat first (clue 2); hence, the numbers of the first five batters, which formed an increasing sequence (clue 8), were 25, 27, 35 (the shortstop), 39 and 49, respectively; the catcher batted sixth; and the seventh and eighth batters were, in some order, Looo (#5) and Chico Goodglove (#3). The right fielder and left fielder were, in some order, Belterouter and Moose (#27 and #39), so Chico was the center fielder—who batted right after Dizzy (clue 9), not Looo: thus, Chico batted seventh, Dizzy batted sixth and was the catcher, and Looo batted eighth (clue 2). The right fielder was either #27 (second batter) or #39 (fourth batter): if he were #39, then #3 (the seventh batter, Goodglove) would be Pikoff—which is a contradiction; so the right fielder was #27, Dusty was #35, Basenmacher was #39, and Pikoff was #49 (clue 6). The left fielder, by elimination, was Basenmacher (#39)—who was Moose, and Belterouter was the right fielder (#27) (clue 9). The three highest player numbers were 49, 39 and 35: thus, by elimination, Sandy and Battinski were Pikoff (#49) and Dusty (#35), respectively (clue 3). The second baseman, who was not the first batter (clue 7), was, by elimination, the fifth batter, and the third baseman was the first batter. Also by elimination, Rollie was Belterouter and Slidini was #25 (clue 7). Bucky, who did not bat first (clue 5), was, by elimination, the pitcher, and Slidini's first name was Rocky. McNab, who was not the catcher Dizzy, was, by elimination, Looo; Pinchman was Dizzy; and Bucky's last name was Hittenrun (clue 5). In summary,

1. #25, Rocky Slidini, third base
2. #27, Rollie Belterouter, right field
3. #35, Dusty Battinski, shortstop
4. #39, Moose Basenmacher, left field
5. #49, Sandy Pikoff, second base
6. #11, Dizzy Pinchman, catcher
7. #3, Chico Goodglove, center field
8. #5, Looo McNab, first base
9. #33, Bucky Hittenrun, pitcher

33 CRYPTIC CROSSWORD 1

ACROSS

- 1 Canaries (can + Aries)
- 5 Combat (come - e + bat)
- 9 Antidotes (stationed)
- 11 Adder (two meanings)
- 12 Ordain (in road)
- 13 Progress (PR + ogress)
- 15 Sanguine (Guineans)
- 16 Firm (if + rm.)
- 19 Edge (bED GET)
- 20 Underdog (grounded)
- 23 *Star Trek* (start + re + K)
- 24 Impart (imp art)
- 27 Wheat (whet + a)
- 28 Sheathing (Shea + thing)
- 29 Dasher (shared)
- 30 Entrance (two meanings)

DOWN

- 1 Crayon (con + ray)
- 2 Noted (no + Ted)
- 3 Red giant (treading)
- 4 Eats (teas)
- 6 Orange (O + range)
- 7 Badgering (badge + ring)
- 8 Tiresome (is remote)
- 10 Stranger (S + T + Ranger)
- 14 Guinness (guess + inn)
- 15 Signalers (Salinger's)
- 17 Seesawed (seaweeds)
- 18 Odometer (mete + odor)
- 21 Statue (state + U)
- 22 Stogie (egoist)
- 25 Alien (lie + an)
- 26 Lean (puzzLE ANswers)

33 CRYPTIC CROSSWORD 2

ACROSS

- 1 Oleo (olé + O)
- 3 Consultant (con + sultan + T)
- 9 Anemone (men + A-one)
- 11 Venison (steVEN IS ONLY)
- 12 Grade (grayed)
- 13 Augusta (a + gust + U + a)
- 15 Treadle (lad + tree)
- 16 Supreme (runnerS-UP REMEmber)
- 18 Nudists (D + is + nuts)
- 21 Panache (pan + ache)
- 23 Lessons (lessens)
- 25 Inapt (nap + it)
- 27 Obvious (Bo + V + IO + U.S.)
- 28 Mislead (isle + mad)
- 29 Surprising (spur + rising)
- 30 Busy (bus + Y)

DOWN

- 1 Orangutans (aunt groans)
- 2 Elevate (eel + E + vat)
- 4 Operate (orate + pe)
- 5 Savages (save gas)
- 6 Lands (L + and + S)
- 7 Assuage (as + sage + U)
- 8 Tang (gnat)
- 10 Oneidas (on + Sadie)
- 14 Repeatedly (reply + eat + ed.)
- 17 Pundits (N + stupid)
- 19 Deliver (el + diver)
- 20 Spouses (S + P.O. + uses)
- 21 Postman (stamp no)
- 22 Chateau (ha + tea + Cu)
- 24 Scour (c. + sour)
- 26 Does (doze)

48 CALL OUR BLUFF

The only phony game is "Pick-Up Chix."

46 MADE IN THE SHADE

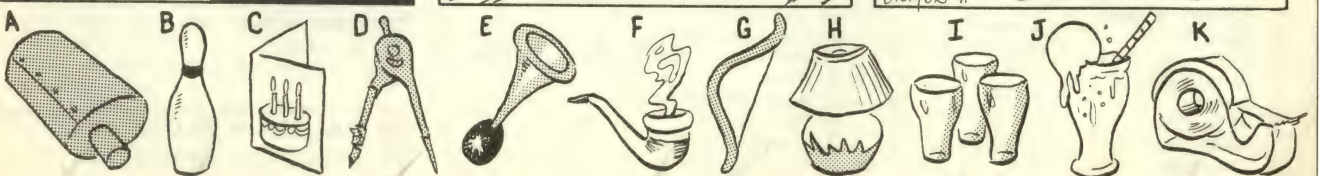
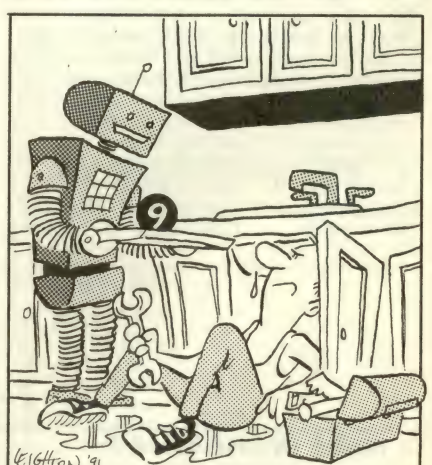
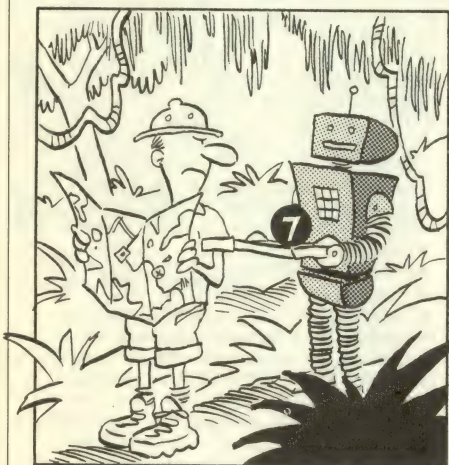
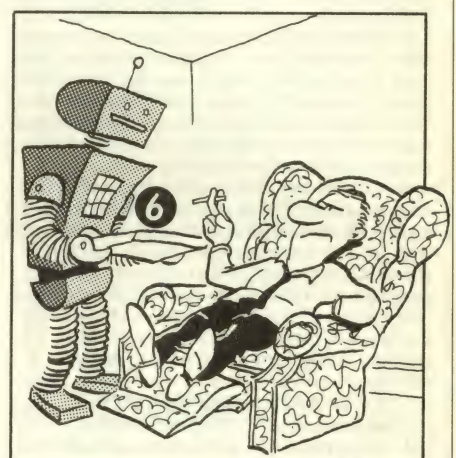
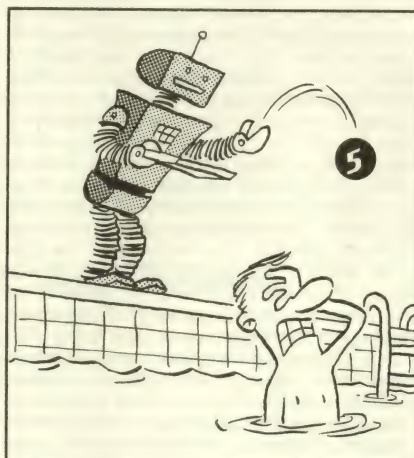
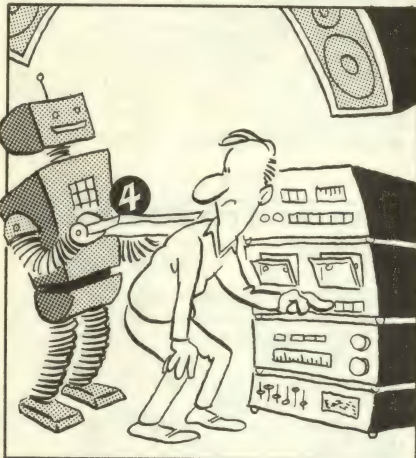
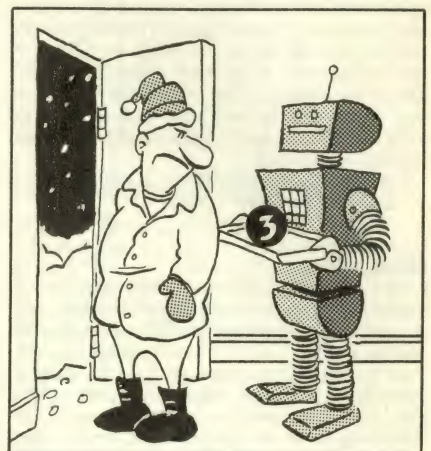
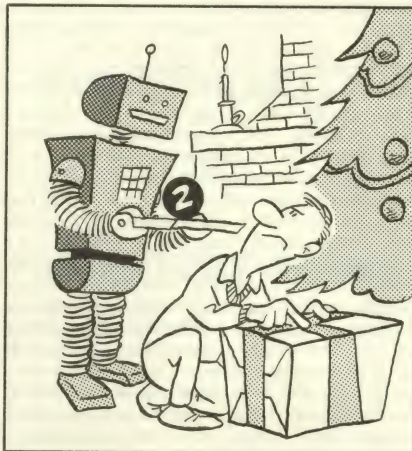
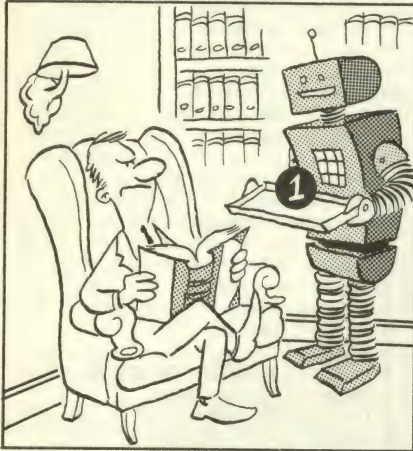
1. Bicycle handlebar
2. Hairbrush
3. Film
4. Measuring cup
5. Scissors
6. Phone cord
7. Potato masher
8. Grass rake
9. Clothespin
10. Computer paper
11. Bobbin
12. Sieve
13. Sunglasses
14. Toothbrush
15. Postage stamps
16. Tape dispenser

Larry thought his life would be made much easier after he purchased the Robomatic 2000, a robot that comes with a 100,000-word vocabulary. Simply tell the robot what you need and he gets it for you.

Unfortunately, the Robomatic 2000 can't interpret situations very well, and every time Larry asked him for something,

the robot brought a useless, inappropriate object with the same name. In each of the nine situations below, can you figure out what Larry asked for and which of the objects at the bottom of the page (A-K) he got? (Not every object pictured will be used.)

ANSWERS, PAGE 39





“Challenging!”

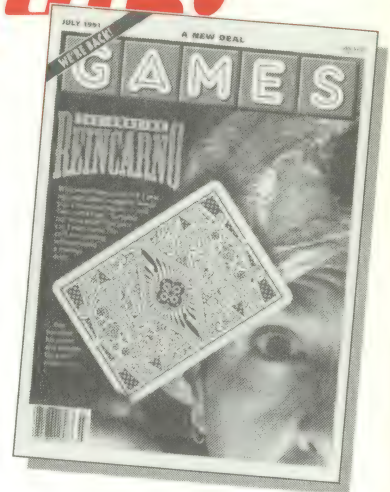
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"I've a grand memory for forgetting," said a character in one of Robert Louis Stevenson's books. Which one? We can't remember. Remembering the quote, we thought, was good enough. Likewise, we don't expect a great memory for details in this history quiz. Forget the dates when things happened. Just put the three semi-related events in each set in chronological order. Getting 5 sets is good; 8 is superb. A perfect score of 11 is one for the history books.

ANSWERS, PAGE 39

Ups & Downs

- The Hindenburg zeppelin goes down.
- The Eiffel tower goes up.
- America's first passenger elevator goes up and down.

Andys

- The first of 17 Andy Hardy movies appears.
- KGB director Yuri "Andy" Andropov becomes Soviet head of state.
- Prince Andrew is born.

Simians

- Baby Fae, a 15-day-old infant, receives a heart transplant from a baboon.
- The U.S. launches its first space chimp.
- The Monkees' "Last Train to Clarksville" hits #1 on the pop charts.

Fives

- The Dionne quintuplets are born.
- Chanel No. 5 is introduced.
- The Pentagon, the U.S. military's headquarters in Arlington, Va., is completed.

Bills

- The first official U.S. \$1 is issued.
- Buffalo Bill dies.
- Billboard magazine begins as an eight-page monthly.

Balls

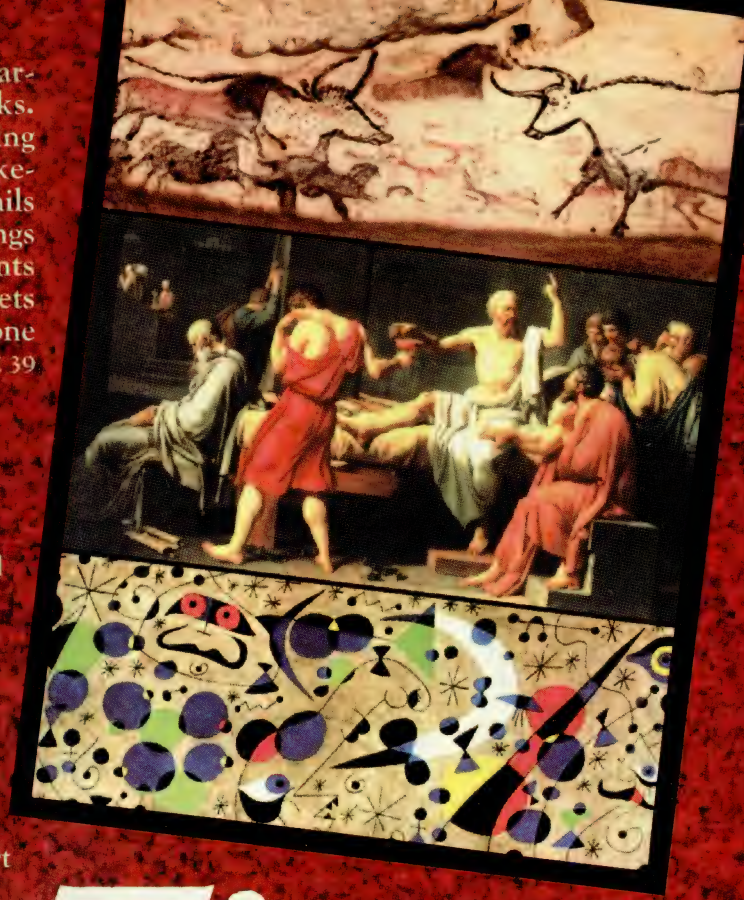
- Ballpoint pens go on sale in the U.S.
- I Love Lucy*, starring Lucille Ball, debuts on CBS.
- Major league baseball introduces the designated hitter.

Kings

- Billie Jean King beats Bobby Riggs in the tennis "Battle of the Sexes."
- King Tutankhamen's tomb is discovered in Egypt.
- King Kong premieres.

Babes

- The Baby Ruth candy bar is introduced.
- Baseball legend Babe Ruth dies.
- Victor Herbert's *Babes in Toyland* opens.



Time ☆☆ after Time

BY MARGOT SEIDES

Wells

- Wells Fargo begins as a messenger service.
- H.G. Wells publishes *The War of the Worlds*.
- Orson Welles directs *Citizen Kane*.

Moderns

- The Museum of Modern Art opens in New York.
- After 1,500 years, the first modern Olympic Games are held.
- Chaplin's *Modern Times* is released.

Farewells

- The Beatles don't wanna hold your hand anymore and split up.
- Hemingway's *A Farewell to Arms* is published.
- Greta Garbo wants to be alone and appears in her last movie.



1



2



3

Made in.

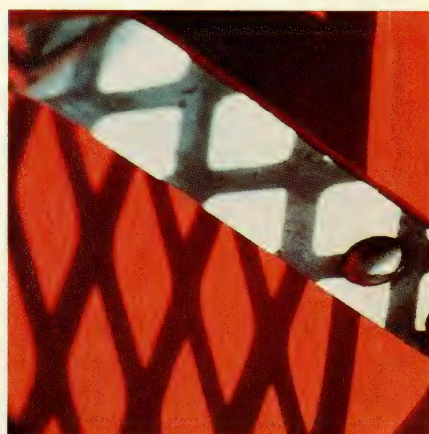
PHOTOGRAPHS

BY

PADDY WALES

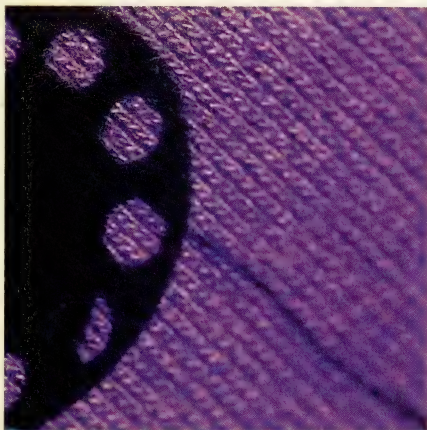


6



7

11



12



13





4

WHAT OBJECTS

CAST
☆☆

THESE SHADOWS?



5

the · shade ·

ANSWERS, PAGE 41



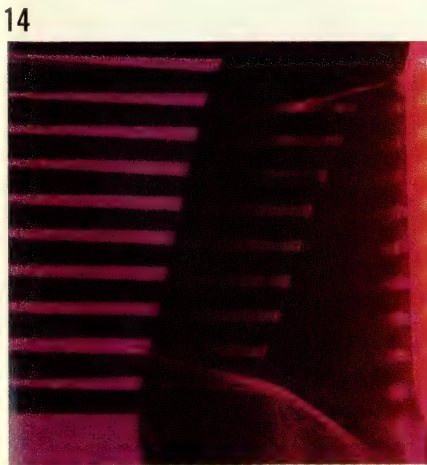
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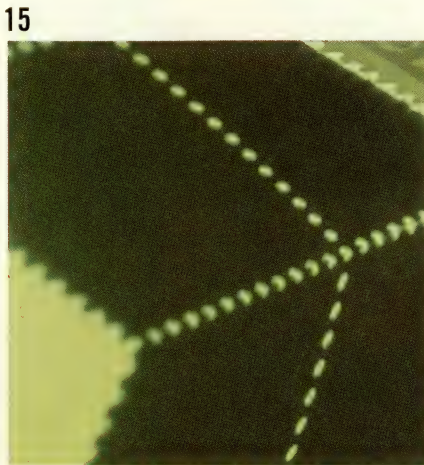
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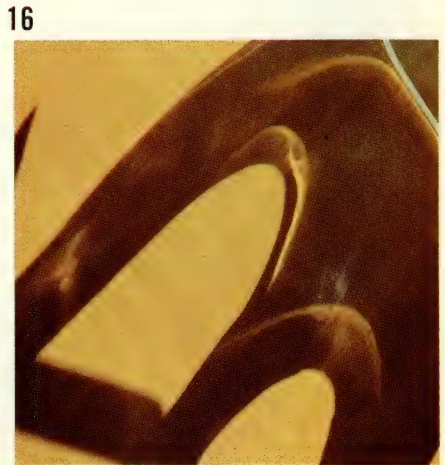
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14



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16

CALL OUR BLUFF PLAYS GAMES

● **BEAT THE DRAFT (1970)** "Earth's first blacklite poster game" was based on actual draft regulations. Players move around the Day-Glo board picking up potential draft deferments, attempting to avoid Sgt. Jones at the Army Induction Center. Reach the age of 26 and you're home-free!



● **SIPPA-FISH (1936)** There are more than 200 tissue-paper fish in this ocean, and the object is to hold onto your fish the longest by sucking on it through a straw (or "Sippa"). In a bigger group, play Relay Sippa, passing fish from Sippa to Sippa. Don't inhale the sharks, though—they'll take a bite out of your score! In Sippa-Fish, "the biggest sucker always wins."



● **BIG FUNERAL (1964)** Throw wild funeral parties without actually going to the trouble of dying! Acquire fancy tombstones, coffins, hearses, and other status symbols while maneuvering your opponents into cheaper send-offs. If everyone kicks the bucket before you, though, you're left a Zombie!



● **BIBLE DOMINOES (1895)** Many people once regarded games like dominoes as instruments of the devil. Bible Dominoes was an attempt to make game players look holy: Each domino has the usual markings as well as a pair of Bible verses. The rules testify that the game "takes away the drudgery of memorizing verses and unites families and friends."

PHOTOGRAPHS BY CARL WALTZER

Just when we were wondering what our friend Jeremy Piltdown had been up to lately, he burst breathlessly into our offices, clutching a big cardboard box.

"I'm back," he said, catching his breath, "from the archives of Piltdown Brothers, the game company."

"Piltdown Brothers?!!" we exclaimed quizzically.

"Sure," replied Jeremy. "It's been our family business for years. Surely you're familiar with Piltdownopoly? Or Trivial Piltdown?"

Well, we didn't recognize them—nor were we familiar with the games that Jeremy proceeded to take out of his carton. "All of these games from bygone days are real too," he assured us. "Well . . . nearly all of them."

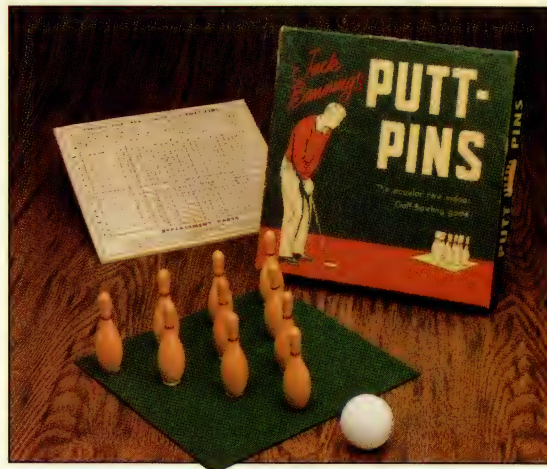
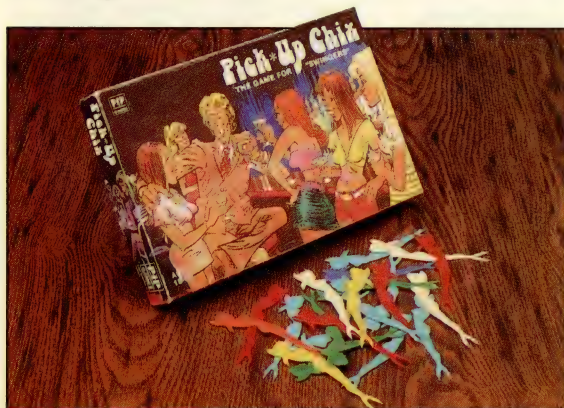
Can you help us separate the classic board games from the fake? ANSWERS, PAGE 41.

● THE BEATLES FLIP YOUR WIG GAME (1964)

Back during the British invasion, you could buy a Beatles wig for that instant long-haired Liverpoolian look. Even though this game didn't come with wigs, it did give you the chance to assume the persona of your favorite mop-top. The winner is the first one to collect a full array of Fab Four memorabilia: your Beatle's picture, autograph, musical instrument, and hit record. Yeah yeah yeah!



● **PICK-UP CHIX (1971)** Played like pick-up sticks—but with colorful plastic chicks of the curvy female variety! From a randomly tossed pile of Chix, players use a tiny pitchfork to pick up one chick at a time without disturbing any of the others. More fun—and cheaper—than a night at the local singles bar!

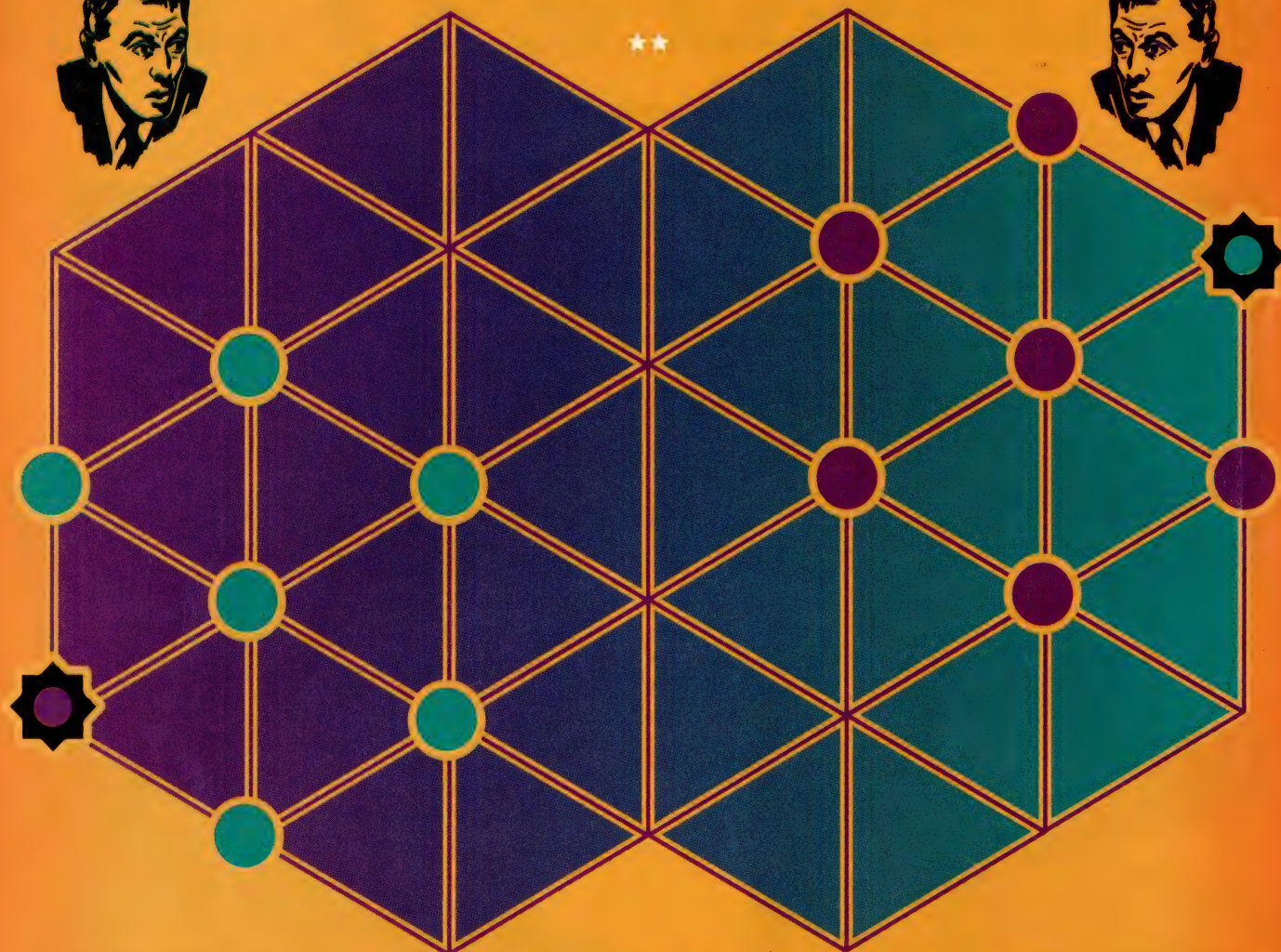


● **PUTT-PINS (1949)** Want to practice your putting in your "spare" time? Aim your golf ball at these ten 3-inch bowling pins (putter and pin-setter not included). Keep score just as in real bowling. It's ideal for the home-bound sports schizophrenic looking to avoid course fees and smelly rented bowling shoes.



● **PITCH-EM WINKS (1930)** George Bush was eight years old when this game debuted, so perhaps he acquired his love of horseshoes by playing this miniature version. The object is to use your metal tiddle to launch a tiny horseshoe toward a metal stake. And the young Poppy could have carried around all the equipment in a convenient two-by-two-inch box.

AUDACITY!



A TWO-PLAYER STRATEGY GAME BY JIM WINSLOW

EQUIPMENT The Audacity grid above and two contrasting sets of six playing pieces each (such as checkers, coins, or even scraps of paper).

SETUP Players put their pieces on the six dotted intersections at their respective ends of the board, one piece per intersection.

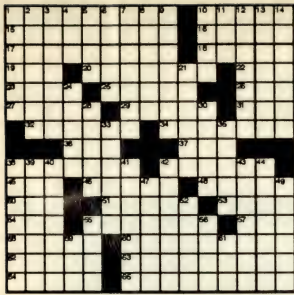
PLAY Players take turns moving either one of their own pieces or an opponent's piece, sliding it any distance along a straight line to an empty intersection. Pieces may not land on or jump over other pieces.

A player may move his or her own piece only to an intersection where the number of other pieces it is next to is different from the number of pieces it was next to when it started its move; conversely, a player may move an opponent's piece only to an intersection where the number of other pieces it is next to is the same as the number of pieces it was next to when it started its move. (Note: Count all other pieces a piece is next to—both yours and your opponent's.) These movement rules apply to all intersections, including the starred ones.

SCORING A goal is scored each time a player moves one of his or

her pieces to the opposite, starred intersection. Moving a piece into your own goal is not allowed. After a goal is scored, remove the piece from play. The first player to score three goals wins.

VARIATION (for the very audacious!) Move the opponent's pieces to intersections where the number of other pieces they are next to is different from the number they were next to when they started their move, and move your pieces to intersections where the number of other pieces they are next to is the same as the number they were next to when they started their move.

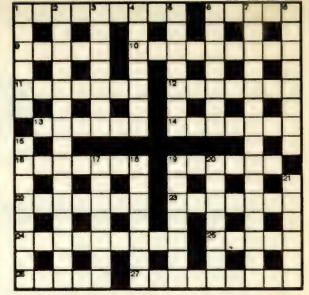


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You can have a FREE copy of the current issue of *Tough Puzzles*.

In addition, I'll send you one of my hand-picked collections of some of the most challenging crossword puzzles in the world – a \$25 value. American-style or Cryptic: **you choose**. All at no cost to you, as an introduction to the kind of puzzles I create and edit.

The fact that you're reading this tells me a lot! You savor the challenge of the harder puzzles in *GAMES*, and your skills are way beyond the usual Sunday puzzle. You're not amused by filling in answers as fast as you can write!

You want seriously challenging puzzles that stretch your mind and your abilities. You're someone I want to know.

Why do I want to send you \$25 worth of puzzles FREE?

For one important reason: Puzzlers like you who truly appreciate our "major league" crosswords are hard to find. But once we find them (and they find us), they become loyal subscribers who keep working our challenging and stimulating puzzles for years and years.

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And since I'm a businessman as well as a puzzle editor, I know that because I take the time to make my crosswords lively, challenging and fun for you, you'll immediately see the difference and appreciate it, and become a faithful fan. Thousands of people have joined our ranks in the last year alone. **I'm betting you'll join us, too.**

I've spent the last ten years talking and corresponding with thousands of puzzlers like you, just to find out what

crossword enthusiasts really want. I've solved thousands of crosswords, and I know most puzzles fall far short of the solver's expectations. Most crossword creators don't make the effort to keep their clues varied and challenging, and can't keep out those obscure words.

That's why I do things differently. My goal is to bring you crosswords I'd enjoy solving myself. And I'm probably the most demanding puzzle solver there is.

Who am I? I'm Stanley Newman. I was named "**The World's Fastest Solver**" when I completed a *New York Times* daily crossword in 130 seconds! I was the **first U.S. Open Crossword Champion**, and the **biggest winner in the history of the TV game show *The Challengers***. As editor of the nationally syndicated *Newsday* Sunday Crossword, I engage in a weekly battle of wits with millions of puzzlers across the country.

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at any time you're not totally satisfied – for any reason whatever – you'll get a 100% refund of your subscription with no questions asked. No hard feelings either. And you get to keep all the puzzles I've sent you, so at worst you come out more than \$28 ahead!

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••••• GAMES & BOOKS •••••

COMPUTER GAME

LEXI-CROSS

FOR IBM/COMPATIBLES, MACINTOSH, AMIGA
COMPUTERS INTERPLAY \$40-\$50



FINGERS

BRAIN

JUMP RIGHT IN

READING REQUIRED

Although many TV game shows have been adapted for computer play, the results have been mostly mediocre. Here we have an outstanding "adaptation" of a game show of the future that's at least as good as the most popular TV offerings of the here and now. I see no reason why it shouldn't work on present-day TV.

Lexi-Cross is a blend of *Wheel of Fortune* and *Concentration*. You can play it against your computer, but it works far better as a two-human competition (computers are too damn smart). On the screen are two large grids, each made up of 150 blank tiles. As you turn over the tiles on your grid, letters are revealed and words gradually formed, some of which intersect cross-word-style. These words are clues to the solution of the overall puzzle. Solving the puzzle wins the round. In the "on the air" mode, the winner of two rounds out of three plays a timed bonus round resembling that on *Wheel*.

The underside of each tile is either a blank letter space (to be replaced by a letter when you've chosen the one that goes there), any of several different tokens (see below), or an empty hole.

On your turn, you may either reveal a tile, choose a letter (once some letter spaces have been turned over) or a vowel (if you have a vowel token), or try to solve the puzzle.

When you choose to reveal a tile, a tiny robot hostess rockets over to your grid and rotates the tile (like you-know-who on *Wheel*). If it's a letter space or a "good" token, you continue your turn. If it's an empty hole or a "bad" token, you're done.

But if you own a "safety" token, you have the option of using it to continue your turn—at a price. The price is that you must turn the token over to your opponent for his own use. The safety tokens are a very important strategic element of the game; knowing when to use them—and when not to—can spell the difference between winning and losing.

A "point" token lets you steal a ran-

dom amount of your opponent's point winnings (earned by revealing letter spaces) or lets your opponent steal from yours. But since earning points isn't the object of the game, these tokens are, well, pointless.

Other tokens allow you to choose vowels and to reveal a section of a grid.



The "peek" token gives you a very fleeting glance at an entire row or column of your own grid. The "poke" token reveals a row or column of your opponent's grid and ends your turn (unless you have a safety token).

When you decide to choose letters, a wheel containing 18 slots begins to

turn. Depending on where it stops, you may either choose a letter, end your turn, go bankrupt, or turn over an entire row or column.

Although both grids contain the same letters, words, and tokens, their locations are different. This means that when you reveal a letter or word on your grid, you're telling your opponent only that the word or letter exists, not where it is. Completing a word, however, reveals an important piece of information that you may not want to give away too soon. Clearly, deciding when to choose letters is strategically important.

Lexi-Cross allows you to vary the difficulty of the puzzles (they can be pretty brutal), to play with or without a timer, and even to play via modem (if both players have a copy of the game). And if you decide to give up, you can treat yourself to the solution or save it for another day.

Oh, Vanna ... ■

—B.H.

STRATEGY BOARD GAME

EURORAILS

COMPANY MAYFAIR GAMES PRICE \$40 PLAYERS
2-6; AGES 12-ADULT PLAYING TIME 2+ HOURS



SIMPLE

CHANCE

COMPLEX

SKILL

Railroading has always exerted a strong fascination, and game companies have responded over the years with a number of excellent railroading games.

In Avalon Hill's *Dispatcher* and *C&O/B&O*, the object was to keep trains running on schedule along existing tracks. In a game called *1829*, the Hartland Trefoil company proved that laying your own track was much more fun. In David Watts's *Railway Rivals*, players built track by marking routes on

paper maps. In the boxed version (by Games Workshop), water-soluble ink was used on a two-sided board.

With *Empire Builder*, and later with *British Rails*, Mayfair Games introduced wipe-off crayons to mark routes through the U.S., Canada, and Britain. And now comes *Eurorails*, which covers most of Europe not including the Soviet Union.

The map is dotted with "mileposts"—the points between which players draw their rail routes. The cost of laying track varies from ECU 1M (one million European Currency Units) to ECU 5M. The money comes from fees paid by the cities for needed products. The map shows 60 cities, accompanied by symbols indicating what types of products are available there. The object is to pick up these products and deliver them where



FAMILY CARD GAME
CARD ATTACK

COMPANY PARKER BROS. PRICE UNDER \$20
PLAYERS 2-6; AGES 8-ADULT PLAYING TIME
VARIES



Believe it or not, the machine shown above has only one purpose: to shoot playing cards at whoever it's aimed at. Pressing the ATTACK button launches a blizzard of cards that stops only when the button is pressed again. But you never know how many presses it will take to start the machine or stop it—and that makes Card Attack one of the

wildest and most unpredictable card games you've ever played.

The deck consists of two duplicate sets of cards numbered 2 through 9 in each of four suits, plus 8 wild cards, 8 Terrible 10 cards (2 per suit), and 4 Card Attack cards (1 per suit). Each player is dealt 7 cards, and the first to dispose of them all wins the round; the other players get points according to what they still hold. The winner of the game is the player with the lowest score after a set number of rounds. The playing time depends on the number of rounds, which take 10-15 minutes.

On each turn, you must play a card that matches either the color or the number of the top card on the discard pile. Or

you can play a wild card or a matching Terrible 10 or Card Attack card.

If you have none of the above, you must play something else and take your chances with the machine. Aim it at yourself, press the ATTACK button as many times as the number on the card you've just played (or until the shooting starts), and add to your hand all the cards it shoots at you until you stop it.

A Card Attack card may let you snatch victory from the jaws of defeat. Playing that card allows you to aim the machine at anyone you like (or

don't like) and hit the button until it fires.

A Terrible 10 card is an iffy proposition. If it matches the top discard, the next player must either match it or hit the button one time. If the machine doesn't fire, it's the next player's turn to match it or hit the button. This continues until the machine fires—which might not happen until it comes around to you again.

Of course, you're thinking that if you hold onto a Terrible 10 until the machine is due to fire, you'll be safe. But if you wait too long, you may have to play it when it doesn't match. In that case, your punishment is to aim the machine at yourself, hit the button 10 terrible times, and maybe snatch defeat from the jaws of victory. ■ —B.H.

specified on the Demand cards.

Each player begins with three Demand cards, each containing three Demands. For instance, Berlin needs machinery and will pay ECU 7M; Porto needs Oil and will pay ECU 50M, Copenhagen wants coal for ECU 21M.

Each player also begins with a Loco card, which is a freight train capable of carrying limited loads a limited distance. Players use the money they earn either to build or expand routes or to upgrade their rolling stock.

Once a Demand has been fulfilled, the player draws a new Demand card.



But shuffled in among the 120 Demand cards are 20 Event cards—strikes, derailments, bad weather—that can force a

most unwelcome change of plans or a costly delay. So watch your caboose.

The winner is the first player to connect seven of the eight major cities with a continuous line of track while having at least ECU 250M in cash. Although reaching this goal will take the better part of an evening, the game is so engrossing that you probably won't notice the time.

A number of variations are included that can be used to speed up the game (for younger players and beginners)

or increase its difficulty for experienced gamers. There's even a "honeymoon" version for two. ■ —Sid Sackson

GAMES & BOOKS

STRATEGY BOARD GAME

MASTER LABYRINTH

COMPANY RAVENSBURGER PRICE \$34 PLAYERS

2-4; AGES 10-ADULT PLAYING TIME 60 MINUTES



SIMPLE
CHANCE

COMPLEX
SKILL

How do you get to someplace that's always someplace else?



That intriguing idea was the basis of Ravensburger's *The amazing Labyrinth* (see *GAMES*, June/July 1987), which featured a game board consisting of a maze that changed with every move. Though *Master Labyrinth* uses the same idea and an almost identical board, a fundamental change in the goals of the players makes it a different game strategically.

The board is a 7x7 grid consisting of 16 permanently attached tiles separated by 33 spaces, which at the start of the game are randomly filled with all but one of the loose tiles provided. The tiles represent path segments, which together make up a maze of corridors and dead ends.

The object is to move your pawn along connected paths to collect treasures that have been randomly distributed atop the tiles. What makes this a challenging task is that the locations of the treasures and of the pawns, as well as the configuration of the maze, are constantly changing.

A player begins his turn by

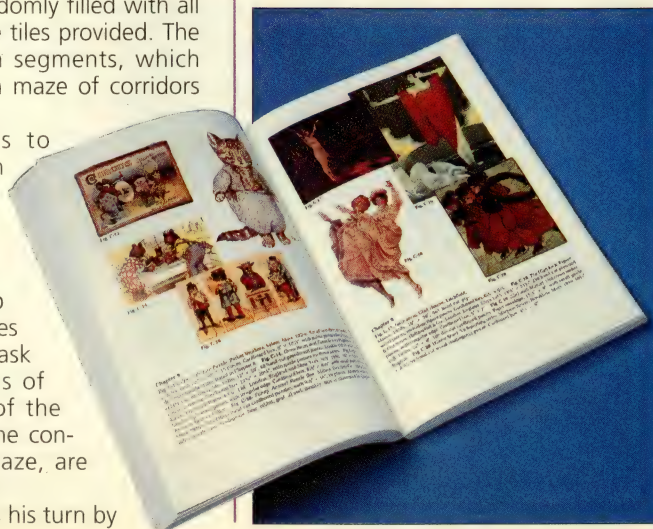
using the extra tile to push a row so that the tile at the other end is forced off the board. This provides a new extra tile for the next player to use, but more important, it reconfigures the maze. The player then moves his pawn any distance along any contiguous path.

In *The amazing Labyrinth*, the treasures were distributed face down. Everyone was assigned certain ones, and their locations were known only to those players. Trying to guess where everyone might be headed was therefore pointless.

In *Master Labyrinth*, all the treasures are face up and fair game for everyone. They are also numbered and must be collected in numerical order. This has a profound effect on strategy: Since everybody knows exactly where everybody is going, everybody will try to cross everybody up.

Treasures are worth points: 1 for the first, 2 for the second, up to 21 for the last. The player with the most points when the last treasure has been collected wins the game. Each player can also score extra for certain treasures.

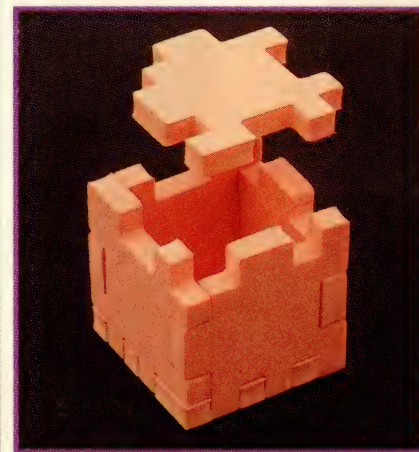
Master Labyrinth will give you quite a bit to think about as you calculate the ramifications of every tile shift. And the thinking can get pretty intense when you're trying to pick up a high-scoring treasure while setting yourself up to nab another one on your next turn. Maybe it'll even be there. ■ —B.H.



ETCETERAETCETERAETCETERA

What's the latest puzzle craze, you ask? It could be **Snafooz** (single \$2, 3-pack \$6; Idea Group, Box 12637, Palm Desert, CA 92260), a set of six computer-designed jigsaw-like pieces with a weird but pleasant rubbery feel. The challenge is to fit them together to form a cube. Or get six puzzles of different colors and create a pretty six-color cube or a spectacular six-cube concatenation that your friends just won't believe (but we might). And check out the contest the company is running—details in each package.

Ask me no questions, and I'll tell you ... to get a copy of **The Original Trivia Treasury** (Wiley, \$9.95) by former *GAMES* editor R. Wayne Schmitt-



JIGSAW PUZZLES: AN ILLUSTRATED HISTORY AND PRICE GUIDE

BY ANNE D. WILLIAMS

WALLACE-HOMESTEAD BOOK CO., 362 PP., PAPER-BOUND \$24.95



For the collector of antique and modern jigsaw puzzles, this lovingly detailed book, with its price guide and lists of puzzle titles and manufacturers, is unique and indispensable. For the wannabe collector—and for anyone wishing to explore this fascinating blend of puzzle, craft, and history—it's a mother lode of valuable information obtainable from no other single source. The book is available in antiques shops and bookstores.

ETCETERAETCETERAETCETERA

berger. It has 1,001 questions in dozens of categories, and rules for 10 original solitaire and team games. And all the answers, of course, cleverly arranged so you can't inadvertently (or advertently) see the ones that don't apply.

If you like mazes like we like mazes, you'll like **Simply Amazing** (\$2, Yiee Co., Newport Beach, CA 92660). When you've



made your way from any entrance to the dot in the middle, wipe off the ink, rotate the central insert 90 degrees, and do it again—but forget your first solution, which won't work anymore. Three inserts are included, each providing four different routes. It even comes with its own pen. ■

In Part I, the author recounts the history of jigsaw puzzles, discusses the major American manufacturers before 1970, and explains how to evaluate puzzles and start a collection. Part II, which is roughly three-fourths of the book, consists of more than 700 pictures of jigsaw puzzles, many in color, each accompanied by a detailed description including size, date, and manufacturer.

Anne D. Williams, a professor of economics at Bates College in Lewiston, Maine, is this country's leading authority on jigsaw puzzles. Her enthusiasm for her subject, which is evident on every page, helps to make her book a particularly rewarding guide to one of the less explored but more interesting byways of art. ■ —B.H.

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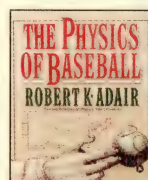


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WILD CARDS

edited by peter gordon

TEASERS

TOKEN STATES

Here is a complete list of states in the order they appear on a trip taken by countless people every year. Can you, by any chance, identify the nature of this trip?

VERMONT
CONNECTICUT
VIRGINIA
TENNESSEE
NEW YORK
KENTUCKY
INDIANA
ILLINOIS
NORTH CAROLINA
PENNSYLVANIA

—Peter Gordon

FOR THE RECORD

MIXED CHARACTERS

Each of the clues below leads to an answer that is a letter and a number, or a number and a letter, or some combination of letters and numbers. For example, "Club originally founded for rural youth" leads to the answer 4-H.

1. Sherlock Holmes's Baker Street address
2. IRS tax withholding form
3. Second-highest peak in the world
4. Infamous assault rifle
5. Reggae group that had the hit "Red Red Wine"
6. Rock group named after a reconnaissance plane
7. Military plane that has a rock group (with the hit "Love Shack") named after it
8. Renowned ocean liner
9. *Star Wars* droid (2 answers)
10. 1963 film about JFK
11. Popular steak sauce brand
12. Company that makes Scotch tape
13. Foot race just over six miles
14. Certain engine or vegetable juice
15. James Belushi dog movie

—Will Shortz



TEASERS

PERSON, PLACE, OR THING

Can you say which of the following words and names are people, which are places, and which are things?

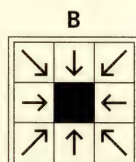
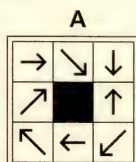
- | | |
|---------------|----------------|
| 1. Aspidistra | 9. Lilongwe |
| 2. Bundestag | 10. Quark |
| 3. Chungking | 11. Rabelais |
| 4. Damocles | 12. Ramadan |
| 5. Golgotha | 13. Thessaly |
| 6. Kabul | 14. Tintoretto |
| 7. Kamehameha | 15. Virgule |
| 8. Khufu | |

—Stephanie Spadaccini

LOOK

SHIFTY BUSINESS

Can you *mentally* slide the tiles in diagram A so that all the arrows point inward, as in diagram B? A tile may slide only into an unoccupied square. How many moves are necessary to complete the switch?



—Emily Cox & Henry Rathvon

NUMBER PLAY

MOONSONG

As I was rocketing to Rone,
I passed a planet made of stone.

Around this world of rocks and dunes

There circled four vermilion moons.
Around these moons were rings of gold:

A dozen golden rings all told.
*Rocket, planet, moons, rings—
What are these but puzzling things?*

The satellites that numbered four
A different sum of rings each bore.
The first two moons among the group

That round that planet spun their loop

Bore rings whose total was the same
As those two moons that lastly came.
*Inner moons and outer moons—
What are these but lunar tunes?*

If all the rings to be discerned
Around the moon that inmost turned
Were added to the rings in view
Around the moon that outmost flew,
They'd match, in sum, the rings that bound

The thirdmost moon to orbit round.
*Now tell me, reader, if you know—
How many rings did each moon show?*

—Emily Cox & Henry Rathvon

TEASERS

A WALK ON THE WILD SIDE

A man headed north and walked 10 miles in a straight line, then stopped. A little while later he headed north again, walked 10 more miles in a straight line—and found himself back where he started! How is this possible? (Hints: The man walked forward in the normal way, with his feet touching the ground, the entire distance.)

—David Singmaster

WILD CARDS

WORDPLAY

AT LOOSE ENDS

How many different letters of the alphabet can be the last letters of simple, irregular past tense verbs? For starters, the letter D ends "heard" and "had." The letter E ends "made" and "tore." Counting these, we have common answers for 11 letters, and a familiar but archaic answer for a 12th. How many can you find?

—Wilfred Long

TORMENTORS

PRIME INTEREST

Here's an especially challenging cross-number puzzle. Place the digits 1–9 in the grid below, one digit per box, so that the three-digit numbers formed fit the clues. The answer is unique. (A prime number is a number that is evenly divisible only by 1 and itself.)

1	2	3
4		
5		

ACROSS

- A number with descending digits (i.e., each digit is less than the digit to its left)
- A prime number
- A prime number

DOWN

- A prime number
- A prime number
- A prime number

DIAGONAL

- A prime number
- A prime number

—Dierk Rakula

TRIVIA

COMIC PERFORMANCES

Each of the actors listed below played the title role in a movie or TV series based on a comic strip or comic book character. Can you name the roles?

Part 1: The Movies

- Christopher Reeve
- Warren Beatty
- Robin Williams
- Michael Keaton
- Helen Slater
- Sam Jones
- Penny Singleton
- Aileen Quinn
- Peter Palmer

Part 2: The TV Shows

- Jay North
- Lynda Carter
- John Wesley Shipp
- Lou Ferrigno
- Shirley Booth

—Ken H. MacLeish

BRIDGE

SLAM BANG

Charles Goren, who died last April, was known as "Mr. Bridge" to millions of Americans. Goren did much to popularize contract bridge in the 1950s and '60s by introducing his 4-3-2-1 point count method of bidding. The winner of numerous national championships, his "Standard American" system is still the most widely used in the United States.

In one of his most ingeniously played games, Goren was South in the hand below at a national board-a-match team event. He was the declarer in six hearts, receiving the lead of West's singleton jack of hearts. He won it, pulled trumps in three rounds, and played the ace and king of diamonds. Unfortunately, West began with a singleton, and East had Q 10 9 4. How did Goren still make his slam?

North	South
♠ Q 10 4	♠ A K 2
♥ 7 4 2	♥ A K Q 9 8 6
♦ J 7 3 2	♦ A K 6 5
♣ K Q 8	♣ —

—Jack Oest

TWISTS

QUICK READS

A high school library recently received some new books, and a student was given the assignment to write brief descriptions of them for the catalog. Well, the student didn't have time actually to read the books, so he described them from just their titles. For example, *Pride and Prejudice* got cataloged as "Jane Austen's story about biases concerning lions." See if you can identify the following.

- William Thackeray's look at an exhibition of ladies' traveling cases
- John Updike's complete manual on how to repair a Volkswagen
- Ernest Hemingway's study of the Venus de Milo
- Thomas Wolfe's nostalgic story of a California baseball player
- James Hall's and Charles Bernard Nordhoff's chronicle of the consumer boycott over the rising price of paper towels
- Alfred Lord Tennyson's poem about electric bills
- J.D. Salinger's story of a drunken baseball player
- Nevil Shute's suntanning guide

—Wilfred Long

LOGIC

FASHION STATEMENTS

At a fashion show, the manager of a woman's clothing store distributed 20 exciting dresses among three models. He told them that Brenda received fewer dresses than Alice, but more than Claudia. Just before the show, a friend asked Alice how many dresses each of them was going to wear. Alice stated that she didn't know. Claudia, though, overhearing Alice's reply, was able to give the right answer. Given that the three models were excellent logicians, can you determine how many dresses each of them received?

—Guney Mentos

HALL OF FAME C STARS

Each of the clues below leads to the name of a famous person with the initials C.C. For example, "Ali's original name" would lead to the answer CASSIUS CLAY.

1. "The Little Tramp"
2. CBS anchorwoman
3. Untalkative Chief Exec
4. Movie *Vacation*-er
5. Grape boycott leader
6. *Santa Maria* captain
7. "Minnie the Moocher" singer
8. Twist pioneer
9. *Hello, Dolly!* doll
10. *New York Times* food expert
11. Long-legged dancer
12. *Branded* star
13. *It Happened One Night* actress
14. Number One Son's pop
15. *Mommie Dearest* daughter

—Andrea Carla Michaels

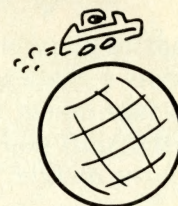
WORDPLAY WORD BREAKS

The word "Heartbroken," viewed quite literally, might be seen as a clue to the word EARTH, since EARTH is a "broken" version of the letters of HEART. Similarly, each word (1–8) below might be seen as a rather cryptic clue to a word suggested by one of the definitions (a–h). How quickly can you decipher these words?

1. WRONGDOING
 2. SKEDADDLED
 3. BATTLEGROUND
 4. CLOUDBURST
 5. ISLAMABAD
 6. PEANUTS
 7. FIRECRACKERS
 8. FALSETTO
- a. Abundant
b. Pill
c. Australian dog
d. Pupil's spot
e. Little kid
f. Copy
g. Had the ability to
h. Hero-ic stuff?

—Emily Cox & Henry Rathvon

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- **The most fun I've ever had with a map.**
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- **You bet I'll be back next year!**

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Name

☆☆

One thing leads to another, and then another, in this celebrity quiz. Each set of pictures and dashes below represents a chain of three famous names, in which one person's last name rhymes with the next person's first name. For example: Peter Pan, Dan Quayle, Dale Evans. To solve, identify the celebrities at the start and end of each chain, and then determine, from the rhymes, what famous person goes in the middle. The dashes indicate the number of letters in each answer. **ANSWERS, PAGE 40**

By Stephen Sniderman



1. _____

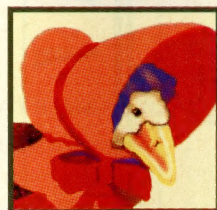
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4. _____



10. _____

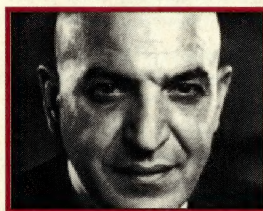


2. _____

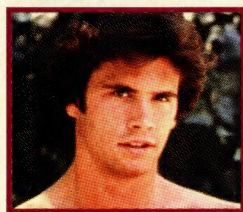
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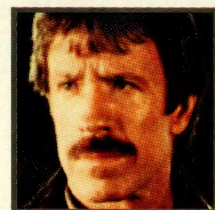
5. _____



11. _____



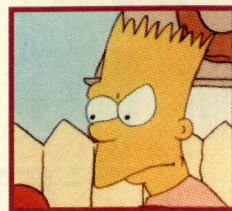
3. _____



9. _____



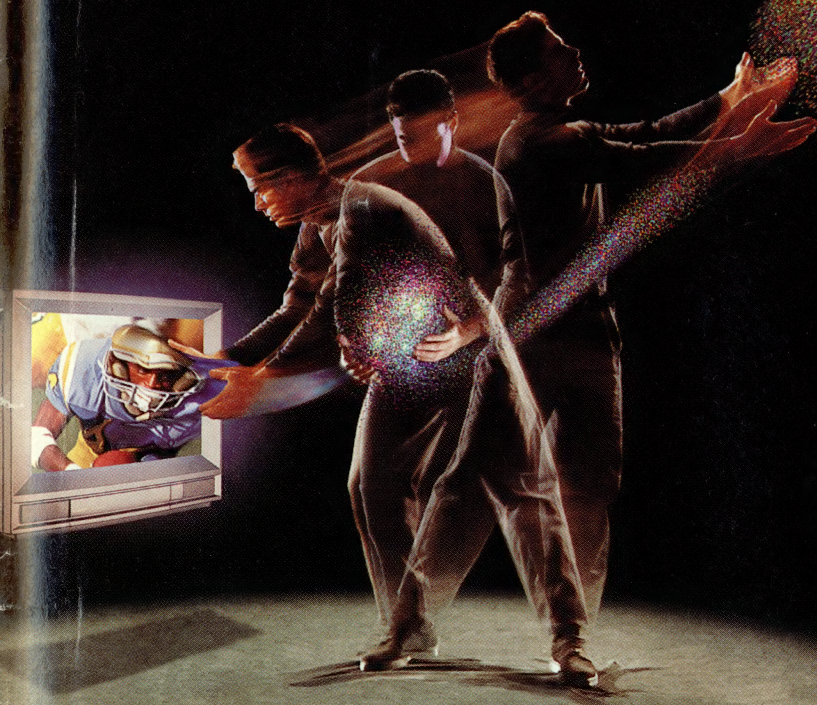
6. _____



12. _____



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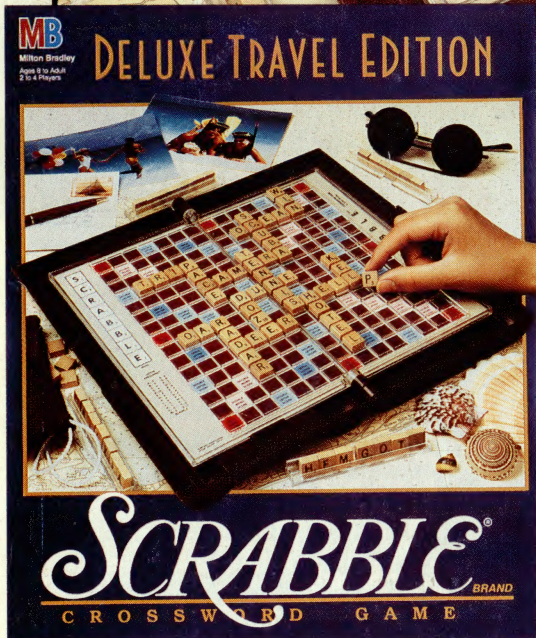
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